ADVANCED DUNGEONS & DRAGONS

by Gary Gygax

LIBRAM OF GAMEFUL CONJURATIONS

SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR USE BY PLAYERS OF **ADVANCED DUNGEONS & DRAGONS**, INCLUDING: CHARACTER RACES, ABILITIES, CLASSES AND LEVELS, EQUIPMENT COSTS AND DESCRIPTIONS, WEAPONS DATA AND INFORMATION ON ADVENTURING FROM THE **PLAYERS HANDBOOK, UNEARTHED ARCANA, DEITIES & DEMIGODS, DUNGEON MASTERS GUIDE** WITH NEW EQUIPMENT FROM **DUNGEONEERS SURVIVAL GUIDE** AND ERRATA PUBLISHED IN **DRAGON #35 & #103 + #65**

CONTENTS

Cover Art:

Stumbling upon a lost entrance to an ancient temple whence evil is recently revived, the local Druidess and Ranger enlisted help from two chuches, each contributing a Paladin. The local Dwarfs also affected, rallied with their own Cleric and two Fighters. Needing fast fingers as well, the town council commuted a Thief's sentence in lieu of this mission to rid the land of this terror.

Last to join is the most powerful of the group, a retired Illusionist spending his time in quiet contemplation; day-tripping around local communities for storytimes of his past adventures using his Phastasmal powers. On hearing of this trouble, he insisted to help.

...Or is he there to hinder?

- T π

APPENDICES

TABLES AND CHARTS

The whole of **ADVANCED DUNGEONS & DRAGONS** was a project which involved varying degrees of my thought, imagination, and actual working time over a period of more than a year and one-half. Because of other demands, the project was perforce set aside for a day or a week or even longer, making it hard to get back to. Knowing that this would be the case when I began, the **MONSTER MANUAL** was selected as the first of the three volumes in the advanced game to work on — hundreds of different creatures lend themselves to segmental treatment. Only after that book was finished did I begin to put the sheaved reams of notes for the Players and Dungeon Masters books into order, and that only as the bones — tables, charts and matrices — for rough typing and careful rechecking before a final manuscript was built around them.

This latter part of the **ADVANCED DUNGEONS & DRAGONS** project I approached with no small amount of trepidation. After all, the game's major appeal is to those persons with unusually active imagination and superior, active intellect — a very demanding audience indeed. Furthermore, a great majority of readers master their own dungeons and are necessarily creative — the most critical audience of all! Authoring these works means that, in a way, I have set myself up as final arbiter of fantasy role playing in the minds of the majority of **D&D** adventurers. Well, so be it, I rationalized. Who better than the individual responsible for it all as creator of the "Fantasy Supplement" in **CHAINMAIL**, the progenitor of **D&D**; and as the first proponent of fantasy gaming and a principal in TSR, the company one thinks of when fantasy games are mentioned, the credit and blame rests ultimately here. Some last authority must be established for a very good reason.

There is a need for a certain amount of uniformity from campaign to campaign in **D&D**. This is not to say that conformity or sameness is desirable. Nobody wishes to have stale campaigns where dungeons, monsters, traps, tricks, and goals are much the same as those encountered in any one of a score of other campaigns. Uniformity means that classes are relatively the same in abilities and approach to solving the problems with which the campaign confronts them. Uniformity means that treasure and experience are near a reasonable mean. Uniformity means that the campaign is neither a give-away show nor a killer — that rewards are just that, and great risk will produce commensurate rewards, that intelligent play will give characters a fighting chance of survival.

No individual can actually dictate the actual operations of a campaign, however, for that is the prerogative of the Dungeon Master, first and foremost, and to the players in the individual campaign thereafter. In like manner, players greatly influence the events of each particular campaign, and they must accept a large portion of blame if it is a poor game, and if the campaign is outstanding, they deserve high praise for helping to shape the game and playing well. So at best I give you parameters here, and the rest is up to the individuals who are the stuff **D&D** is made of.

Naturally, every attempt has been made to provide all of the truly essential information necessary for the game: the skeleton and muscle which each DM will flesh out to create the unique campaign. You will find no pretentious dictums herein, no baseless limits arbitrarily placed on female strength or male charisma, no ponderous combat systems for greater "realism", there isn't a hint of a spell point system whose record keeping would warm the heart of a monomaniacal statistics lover, or anything else of the sort. You will find material which enables the Dungeon Master to conduct a campaign which is challenging, where the unexpected is the order of the day, and much of what takes place has meaning and reason within the framework of the game "world".

It is important to keep in mind that, after all is said and done, **ADVANCED DUNGEONS & DRAGONS** is a game. Because it is a game, certain things which seem "unrealistic" or simply unnecessary are integral to the system. Classes have restrictions in order to give a varied and unique approach to each class when they play, as well as to provide play balance. Races are given advantages or limits mainly because the whole character of the game would be drastically altered if it were otherwise. Everything in the **ADVANCED DUNGEONS & DRAGONS** system has purpose; most of what is found herein is essential to the campaign, and those sections which are not — such as sub-classes of characters, psionics, and similar material — are clearly labeled as optional for inclusion.

What is here is, hopefully, presented in as logical a sequence as possible, clearly, understandably, and with as few ambiguities as could be managed. Many readers will want more material. There is a wealth of commercial and fan material available for fulfilling such needs. Similarly, even the most important material herein can be altered and bent to suit the needs of individual campaigns. Where possible, true *guidelines* have been laid down to provide the barest of frameworks for those areas of the campaign which should be the most unusual and unique. Read the work (or both works if you are a DM) through and assess for yourself what **ADVANCED D&D** really is. I am convinced that it does for the old **D&D** + supplements what **GREYHAWK** did for **D&D** when it first appeared, and then some. I have put into these works what should be the important parts of a superior **D&D** campaign, cutting out material which actually adds little or nothing to the game, revising the old, and adding and expanding in the essential areas.

Special thanks are due to the following persons who contributed to the original game or have been so kind as to give their comments, criticism, and contributions to this game: Dave Arneson, Peter Aronson, Brian Blume, Joe Fischer, Ernie Gygax, Tom Holsinger, Timothy Jones, Tim Kask, Jeff Key, Rob Kuntz, Len Lakofka, Alan Lucion, Steve Marsh, Mike Mornard, Doug Schwegman, Dennis Sustare, Dave Sutherland, Dave Trampier, Jim Ward, Tom Wham, Skip Williams, and all of the good players and kindly Dungeon Masters who have taken the time to talk with me at conventions or drop me a line in order to pass on their experiences, suggestions and ideas. Also thanks to Judges Guild, whose suggestions have helped with this work, and whose products have helped **D&D**.

INTRODUCTION

Even if you are not familiar with fantasy role playing games in general, and **DUNGEONS & DRAGONS** in particular, you will find this work (with its companion volumes, **MONSTER MANUAL** and **DUNGEON MASTERS GUIDE**) is a complete game system in itself. It will stand alone, and it has been written and edited in order to make the whole as easily understood as possible without taking anything away from its complexity and completeness. If, on the other hand, you are a veteran adventurer of many swords & sorcery campaign games, **ADVANCED DUNGEONS & DRAGONS** will prove to be superior to any past offerings in the fantasy role playing game field. You will find it easy to integrate your existing character or characters into the new system, and at the same time the game will be both familiar and different. There are nuances not found in previous efforts. All the necessary information is presented in clear and concise terms, in a format which logically follows the flow of play.

The characters and races from which the players select are carefully thought out and balanced to give each a distinct and different approach to the challenges posed by the game. Advantages and disadvantages, advancement in level, characteristics and abilities are all detailed and explained so that selection of a player-character type — or the integration of an existing character — can be done with foreknowledge and projection. In a similar vein, the individuals running the campaign games, the *Dungeon Masters*, will have available more data and guidelines upon which to build more interesting and detailed milieux.

Clerics and fighters have been strengthened in relation to magic-users, although not overly so. Clerics have more and improved spell capability. Fighters are more effective in combat and have other new advantages as well. Still, magic-users are powerful indeed, and they have many new spells. None of these over-shadow thieves. All recommended sub-classes — druids, paladins, rangers, illusionists, and assassins — as well as the special monk class of character, are included in order to assure as much variety of approach as possible. Non-human races — dwarven, elven, gnome, half-elven, half-orcish, and halfling — are likewise included. Each offers some advantage and difference, yet has distinct disadvantages, just as human characters do. But some readers might still be wondering what fantasy role playing games are all about, so enough about contents and on to explanations.

ADVANCED DUNGEONS & DRAGONS is a world. Of course, this world is not complete. It needs organizers and adventurers to order and explore it. It needs you! A fantasy role playing game is an exercise in imagination and personal creativity. The organizer of the campaign, the Dungeon Master, must use the system to devise an individual and unique world. Into this world of weird monsters, strange peoples, multitudinous states, and fabulous treasures of precious items and powerful magic stride fearless adventurers — you and your fellow players. Inexperienced and of but small power at first, by dint of hard fighting and clever deeds, these adventurers advance in ability to become forces to be reckoned with — high priests or priestesses, lords, wizards and arch-magi, master thieves. The abilities of each adventurer are fixed, but even such characteristics as strength, intelligence, and wisdom are mutable in a fantasy world. By means of group co-operation and individual achievement, an adventurer can become ever more powerful. Even death loses much of its sting, for often the character can be resurrected, or reincarnated. And should that fail there is always the option to begin again with a new character. Thus **ADVANCED DUNGEONS & DRAGONS** is, as are most role playing games, open-ended. There is no "winner", no final objective, and the campaign grows and changes as it matures.

This new system provides the Dungeon Master with more and better material from which to devise the campaign milieu, and that in turn means a more interesting and imaginative game for the players. A word of advice is in order here regarding this new system:

Considerable enjoyment and excitement in early play stems from not knowing exactly what is going on. Being uncertain of how a given situation will turn out, not knowing every magic item available, and so forth, adds spice to the game. Later, this knowledge simulates actual experience, for the seasoned campaigner will have learned through game play. Under the circumstances, it is strongly urged that players do not purchase or read the **DUNGEON MASTERS GUIDE**. Leave discovery of the information therein to actual adventuring, and you will find that the game is even more fun! Some of the details of the campaign milieu — worldly knowledge common to a typical adventurer — will be given to you by your Dungeon Master. Exploration, travel, and adventure in the "world" will eventually reveal the secrets heretofore hidden, and the joy of actually earning them will be well worth the wait.

Enjoy the game, and always bear in mind that it is fantasy. Magical worlds have a strange way of differing, but while yours may not be quite the same as the one described here, it is ripe for adventure and plunder. Cleverness and imagination, along with a bit of luck, will always prevail — won't they?

THE GAME

Swords & sorcery best describes what this game is all about, for those are the two key fantasy ingredients. **ADVANCED DUNGEONS & DRAGONS** is a fantasy game of role playing which relies upon the imagination of participants, for it is certainly make-believe, yet it is so interesting, so challenging, so mind-unleashing that it comes near reality.

As a role player, you become Falstaff the fighter. You know how strong, intelligent, wise, healthy, dexterous and, relatively speaking, how commanding a personality you have. Details as to your appearance, your body proportions, and your history can be produced by you or the Dungeon Master. You act out the game as this character, staying within your "god-given abilities", and as molded by your philosophical and moral ethics (called alignment). You interact with your fellow role players, not as Jim and Bob and Mary who work at the office together, but as Falstaff the fighter, Angore the cleric, and Filmar, the mistress of magic! The Dungeon Master will act the parts of "everyone else", and will present to you a variety of new characters to talk with, drink with, gamble with, adventure with, and often fight with! Each of you will become an artful thespian as time goes by — and you will acquire gold, magic items, and great renown as you become Falstaff the Invincible!

This game lets all of your fantasies come true. This is a world where monsters, dragons, good and evil high priests, fierce demons, and even the gods themselves may enter your character's life. Enjoy, for this game is what dreams are made of!!

The game is ideally for three or more adult players: one player must serve as the *Dungeon Master*, the shaper of the fantasy milieu, the "world" in which all action will take place. The other participants become adventurers by creating characters to explore the fantastic world and face all of its challenges — monsters, magic, and unnamed menaces. As is typical for most of us in real life, each character begins at the bottom of his or her chosen class (or profession). By successfully meeting the challenges posed by, they gain *experience* and move upwards in power, just as actual playing experience really increases playing skill. Imagination, intelligence, problem solving ability, and memory are all continually exercised by participants in the game.

Although the masculine form of appellation is typically used when listing the level titles of the various types of characters, these names can easily be changed to the feminine if desired. This is fantasy — what's in a name? In all but a few cases sex makes no difference to ability!

As with most other role playing games, this one is not just a single-experience contest. It is an ongoing campaign, with each playing session related to the next by results and participant characters who go from episode to episode. As players build the experience level of their characters and go forth seeking ever greater challenges, they must face stronger monsters and more difficult problems of other sorts (and here the Dungeon Master must likewise increase his or her ability and inventiveness). While initial adventuring usually takes place in an underworld dungeon setting, play gradually expands to encompass other such dungeons, town and city activities, wilderness explorations, and journeys into other dimensions, planes, times, worlds, and so forth. Players will add characters to their initial adventurer as the milieu expands so that each might actually have several characters, each involved in some separate and distinct adventure form, busily engaged in the game at the same moment of "Game Time". This allows participation by many players in games which are substantially different from game to game as dungeon, metropolitan, and outdoor settings are rotated from playing to playing. And perhaps a war between players will be going on (with battles actually fought out on the tabletop with miniature figures) one night, while on the next, characters of these two contending players are helping each other to survive somewhere in a wilderness.

Each individual campaign has its own distinct properties and "flavor". A good Dungeon Master will most certainly make each game a surpassing challenge for his or her players. Treasure and experience gained must be taken at great risk or by means of utmost cleverness only. If the game is not challenging, if advancement is too speedy, then it becomes staid and boring. Conversely, a game can be too deadly and become just as boring, for who enjoys endlessly developing new characters to march off into oblivion in a single night of dungeon adventuring?!

Sometimes, however, because of close interaction (or whatever other reason) two or more Dungeon Masters will find that their games are compatible to the extent that participants in these individual campaigns can use the characters created in one to adventure in the others. In such cases the Dungeon Masters have created a very interesting "world" indeed, for their milieux will offer interesting differences and subtle shifts which will pose highly challenging problems to these players.

Ultimately, despite the fact that this is a game system created by someone else, the game's viability rests principally with the referee. The Dungeon Master must design and map out the dungeon, town, city, and world maps. He or she must populate the whole world, create its past history, and even devise some rationale for what transpired (and will probably happen). As players, you help immeasurably by participating, by letting the referee know that you appreciate his or her efforts, and by playing well and in a sportsmanly fashion. Good play inspires better creations to challenge that play.

Skilled players always make a point of knowing what they are doing, i.e. they have an objective. They co-operate — particularly at lower levels or at higher ones when they must face some particularly stiff challenge — in order to gain their ends. Superior players will not fight everything they meet, for they realize that wit is as good a weapon as the sword or the spell. When weakened by wounds, or nearly out of spells and vital equipment, a clever party will seek to leave the dungeons in order to re-arm themselves. (He who runs away lives to fight another day.) When faced with a difficult situation, skilled players will not attempt endless variations on the same theme; when they find the method of problem solving fails to work, they begin to devise other possible solutions. Finally, good players will refrain from pointless argument and needless harassment of the Dungeon Master when such bog the play of the game down into useless talking. Mistakes are possible, but they are better righted through reason and logic, usually at the finish of play for the day.

This game is unlike chess in that the rules are not cut and dried. In many places they are guidelines and suggested methods only. This is part of the attraction of **ADVANCED DUNGEONS & DRAGONS**, and it is integral to the game. Rules not understood should have appropriate questions directed to the publisher; disputes with the Dungeon Master are another matter entirely. THE REFEREE IS THE FINAL ARBITER OF ALL AFFAIRS OF HIS OR HER CAMPAIGN. Participants in a campaign have no recourse to the publisher, but they do have ultimate recourse — since the most effective protest is withdrawal from the offending campaign. Each campaign is a specially tailored affair. While it is drawn by the referee upon the outlines of the three books which comprise **ADVANCED DUNGEONS & DRAGONS**, the players add the color and details, so the campaign must ultimately please all participants. It is *their* unique world. You, the reader, as a member of the campaign community, do not belong if the game seems wrong in any major aspect. Withdraw and begin your own campaign by creating a milieu which suits you and the group which you must form to enjoy the creation. (And perhaps you will find that preparation of your own milieu creates a bit more sympathy for the efforts of the offending referee . . .)

One of the most important items you must have to play the game is a *character record*. This can be a specially printed sheet done by TSR and available in pads, or you can simply use a note pad and design your own record sheet for your character if your Dungeon Master is agreeable, for he or she will usually retain at least a copy of all such records.

As information is developed for your character — his or her *abilities*, *race*, *class*, *alignment* — it must be accurately recorded. All details of the capabilities and possessions of the character must be noted. Where equipment and weapons are carried must be listed. Spells known and spells memorized for an adventure have to be kept track of. A running total of experience points must be maintained. All of these subjects are discussed herein. Ask your DM how records of your character should be kept, read the rules and commentary, and record the data you develop according to the rules (and your campaign referee's instructions) in a form suitable to your DM.

All in all, this is a game for enjoyment. We are certain that it will provide endless hours of entertainment and excitement. That is the sole purpose for its creation. So enjoy, and may the dice be good to you!

CREATING THE PLAYER CHARACTER

Each participant in the campaign created by the referee must create one or more game *personas*. The game persona of each participant is called the *player character* in order to differentiate it from personas created by the referee, called *non-player characters*. The Dungeon Master is advised to limit player characters to one per participant at commencement of the campaign, though as play progresses, additional player characters may be added in a judicious manner. Each player develops the abilities of his or her character through random number generation (by means of dice rolling) to determine the basic characteristics of the persona, the *abilities*. The player then decides what race the character is, what the character's class is, the alignment of the character, and what the character's name is to be. The character will speak certain languages determined by race, class, and alignment. He or she will have a certain amount of gold pieces to begin with, and these funds will be used to purchase equipment needed for adventuring. Finally, each character begins with a certain number of *hit points*, as determined by the roll of the die (or dice) commensurate with the character's class. Class determines the type of die (or dice) rolled. All characters begin at 1st level. All of this is completely explained in the following paragraphs.

An Explanation of the Usages of the Term "Level": The term *level* has multiple meanings in this game system. Although substitute terminology could have been used in **ADVANCED DUNGEONS & DRAGONS**, common usage of the term *level* to include multiple meanings is prevalent amongst existing players, so the term has been retained herein. The usages for level are:

1. *Level as an indication of character power*: A player character begins the game at 1st level, i.e. the lowest possible level for a player character. The higher the level number, the more powerful the character is.

2. *Level as used to indicate the depth of the dungeon complex beneath the ground*: The 1st level of a dungeon is the first layer of the underground complex of tunnels, passages, rooms, chambers, and so forth. It is the 1st level beneath the ground. Beneath the 1st level is the 2nd, below that is the 3rd, 4th, 5th, etc. The higher the number, the lower the dungeon level (and the more hazardous its perils).

3. *Level as a measure of magic spell difficulty*: The magic spells available to some classes of characters are graded by difficulty factor — which, incidentally, reflects the spells' effectiveness to some extent. 1st level spells are the basic ones available to beginning characters. They are generally the least powerful spells. Next come 2nd level spells, then come 3rd level spells, and so on. The highest level of any type of magic spell is 9th level, spells usable only by 18th level magic-users — lesser magic-users can possibly employ such spells under certain circumstances which are explained hereafter, but only at considerable risk.

4. *Level as a gauge of a "monster's" potential threat*: Relatively weak creatures, monsters with few hit points, limited or non-existent magical abilities, those which do little damage when attacking, and those which have weak, or totally lack, venom are grouped together and called 1st level monsters. Slightly more powerful creatures are ordered into 2nd level, then comes 3rd, 4th, 5th, and so on all the way up to 10th level (the highest, which includes the greatest monsters, demon princes, etc.).

It was initially contemplated to term character power as *rank*, spell complexity was to be termed *power*, and monster strength was to be termed as *order*. Thus, instead of a 9th level character encountering a 7th level monster on the 8th dungeon level and attacking it with a 4th level spell, the terminology would have been: A 9th rank character encountered a 7th order monster on the 8th (dungeon) level and attacked it with a 4th power spell. However, because of existing usage, level is retained throughout with all four meanings, and it is not as confusing as it may now seem.

CHARACTER ABILITIES

Each and every character has six principal characteristics, the character's abilities. These abilities are *strength, intelligence, wisdom, dexterity, constitution,* and *charisma.* (See also APPENDIX I, Psionic Ability.) The range of these abilities is between 3 and 18. The premise of the game is that each player character is above average — at least in some respects — and has superior potential. Furthermore, it is usually essential to the character's survival to be exceptional (with a rating of 15 or above) in no fewer than two ability characteristics. Each ability score is determined by random number generation. The referee has several methods of how this random number generation should be accomplished suggested to him or her in the **DUNGEON MASTERS GUIDE.** The Dungeon Master will inform you as to which method you may use to determine your character's abilities. The principal abilities are detailed as follows:

Strength: Strength is a measure of muscle, endurance, and stamina combined. For purposes of relating this ability to some reality, assume that a character with a strength of 3 is able to lift a maximum of 30 pounds weight above his or her head in a military press, while a character with 18 strength will be able to press 180 pounds in the same manner. Strength is the forte of fighters, for they must be physically powerful in order to wear armor and wield heavy weapons. Therefore, strength is the major characteristic (or *prime requisite*) of *fighters,* and those fighters with strength of 16 or more gain a bonus of 10% of earned experience (explained later). Furthermore, fighters with an 18 strength are entitled to roll percentile dice in order to generate a random number between 01 and 00 (100) to determine exceptional strength; exceptional strength increases hit probability and damage done when attacking, and it also increases the weight the character is able to carry without penalty for encumbrance, as well as increasing the character's ability to force open doors and similar portals. The tables below give complete information regarding the effects of strength. Note that only fighters are permitted to roll on the exceptional strength section of STRENGTH TABLE II: ABILITY ADJUSTMENTS.

STRENGTH TABLE I.

Ability Score	General Information
3	
4	
5	Here or lower the character can only be a magic-user
6	Minimum strength for a gnome, half-orc or halfling character
7	
8	Minimum strength for a dwarf character
9	Minimum strength for a fighter character
10	
11	
12	Minimum strength for an assassin or paladin character
13	Minimum strength for a ranger character
14	Maximum strength possible for a female halfling character
15	Maximum strength possible for a female gnome character minimum strength for a monk character
16	Maximum strength possible for a female elf character
17	Maximum strength possible for a female dwarf or female half-elf or male halfling character
18	Maximum strength possible for all non-fighter characters
18/01-50	Maximum strength possible for a female human or male gnome character
18/51-75	Maximum strength possible for a male elf or female half-orc character
18/76-90	Maximum strength possible for a male half-elf character
18/91-99	Maximum strength possible for a male dwarf or male half-orc character
18/00	Maximum human strength

STRENGTH TABLE II.: ABILITY ADJUSTMENTS

Ability Score	Hit Probability	Damage Adjustment	Weight Allowance	Open Doors On A	Bend Bars/ Lift Gates
3	-3	-1	-350	1	0%
4-5	-2	-1	-250	1	0%
6-7	-1	none	-150	1	0%
8-9	normal	none	normal	1-2	1%
10-11	normal	none	normal	1-2	2%
12-13	normal	none	+100	1-2	4%
14-15	normal	none	+200	1-2	7%
16	normal	+1	+350	1-3	10%
17	+1	+1	+500	1-3	13%
18	+1	+2	+750	1-3	16%
18/01-50	+1	+3	+1,000	1-3	20%
18/51-75	+2	+3	+1,250	1-4	25%
18/76-90	+2	+4	+1,500	1-4	30%
18/91-99	+2	+5	+2,000	1-4 (1)*	35%
18/00	+3	+6	+3,000	1-5 (2)*	40%

*The number in parentheses is the number of chances out of six for the fighter to be able to force open a locked, barred, magically held, or wizard locked door, but only one attempt ever (per door) may be made, and if it fails no further attempts can succeed.

Notes Regarding Strength Table II:

Hit Probability adjustments refer to the score generated by dice roll in melee combat. Subtraction from or addition to the number rolled is made according to the table as applicable. (A full listing of combat tables appears in the **DUNGEON MASTERS GUIDE.**)

Damage Adjustment likewise applies to melee combat. The damage done by scoring a successful hit on an opponent is adjusted downwards or upwards as applicable. Thus, if a hit would normally score 1-6 points of damage upon the opponent, and the character's strength was only 3, the actual damage done would be reduced by 1 point; but, on the other hand, if the attacker had strength of 18/00, the actual damage done would be adjusted upwards by 6 hit points, and possible damage would jump from 1-6 to 7-12.

Weight Allowance is given in number of gold pieces over and above the maximum normally stated for unencumbered movement. (See **MOVEMENT.**) The conversion ratio of gold pieces to pounds of weight is 10 to 1. If a character could normally carry 500 gold pieces without encumbrance, but the character had strength of 17 instead of the normal 8-11 range, 1,000 gold pieces could be carried without incurring movement penalty.

Open Doors indicates the number of chances out of 6 which the character has of opening a stuck or heavy door on *that* try. Successive attempts may be made at no penalty with regard to damage to the character attempting to force the door open, but each such attempt requires time and makes considerable noise.

Bend Bars/Lift Gates states the percentage chance the character has of bending normal soft iron bars or of lifting a vertically moving gate (such as a small portcullis barring a passage). The attempt may be made but once, and if the score required is not made, the character will *never* succeed in the task. Example: A character with 16 strength is trapped in a dead end passage by a set of iron bars which drop down from the ceiling when a stone slab is stepped on and triggers the release of the gate. The character first attempts to lift the gate, a roll of 01-10 indicating success, but the percentile dice come up 74, so failure is indicated. The character next attempts to bend the bars in order to squeeze between them, the percentage chance of success is the same as for lifting the gate, and this time a 07 is rolled, so the character slips out and is free.

Strength: The strength characteristic of a human or humanoid of any type, and of player-characters in particular, is more than a simple evaluation of the musculature of the body. Strength is a composite rating of physical power, endurance, and stamina. A rating of 3, for example, indicates that the creature in question has little of each of the three categories, a score of 10 or thereabouts shows that the creature has the norm for a human adult male (based on an assumed medieval standard where the typical individual was in "good shape" due to the necessity of hard labor), while a score of 18 means that the creature has a composite rating far above average in all respects. By way of comparison, kobolds will have an average strength rating of 9, goblins 10, orcs 12, hobgoblins 15, gnolls 16, bugbears 17, ogres 18, and trolls a strength rating of 18+. Gnomes have an average strength rating of 10, dwarves 14, elves 12, halflings 8, and giants 19 and up.

Exceptional Strength: Assume further that a strength of 18 indicates that the creature can lift weight equal to its own body weight, or 180 pounds, whichever is the greater, above its head. This rating is modified by a restriction that no creature of human/humanoid nature can lift more than twice its own body weight above its head. A human with an 18 strength and an additional percentile dice roll is able to lift 1 additional pound for every percentage point up to and including 50%, 4 pounds for every percentage point from 51% to 90%, and 8 pounds for each percentage point from 91% to 00%.

Intelligence: Intelligence is quite similar to what is currently known as intelligence quotient, but it also includes mnemonic ability, reasoning, and learning ability outside those measured by the written word. Intelligence dictates the number of languages in which the character is able to converse.* Moreover, intelligence is the forte of magic-users, for they must be perspicacious in order to correctly understand magic and memorize spells. Therefore, intelligence is the major characteristic of magic-users, and those with intelligence of 16 or more gain a bonus of 10% of earned experience. Spells above 4th level cannot be learned by magic-users with minimal intelligence, and intelligence similarly dictates how many spells may be known and what level spells may be known, for only the highest intelligence is able to comprehend the mighty magics contained in 9th level spells. The tables below allow ready assimilation of the effects of intelligence on all characters — and with regard to magic-users in particular.

*Non-human characters typically are able to speak more languages than are human characters, but intelligence likewise affects the upper limit of their abilities as well, and there are racial limitations. (See **CHARACTER RACES.**)

INTELLIGENCE TABLE I.

Ability Score	General Information	Possible Number of Additional Languages
3		0
4	Minimum intelligence for a half-elf character	0
5	Here or lower the character can only be a fighter	0
6	Minimum intelligence for a halfling character	0
7	Minimum intelligence for a gnome character	0
8	Minimum intelligence for an elf character	1
9	Minimum intelligence for a paladin or magic-user character	1
10	Minimum intelligence for use of 5th level magic spells	2
11	Minimum intelligence for an assassin character	2
12	Minimum intelligence for use of 6th level magic spells	3
13	Minimum intelligence for a ranger character	3
14	Minimum intelligence for use of 7th level magic spells	4
15	Minimum intelligence for an illusionist character	4
16	Minimum intelligence for use of 8th level magic spells	5
17	Maximum intelligence for a half-orc character	6
18	Minimum intelligence for use of 9th level magic spells	7

Intelligence: The intelligence rating roughly corresponds to our modern "IQ" scores. However, it assumes mnemonic, reasoning, and learning ability skills in additional areas outside the written word.

INTELLIGENCE TABLE II.: ABILITY FOR MAGIC-USERS AND ILLUSIONISTS

Ability Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Maximum Number of Spells/Level
9	35%	4	6
10-12	45%	5	7
13-14	55%	6	9
15-16	65%	7	11
17	75%	8	14
18	85%	9	18
19 or more	95%	10	All

Notes Regarding Intelligence Table II:

Each and every magic-user character must employ the Table in order to determine which and how many of each group of spells (by level) he or she can learn. At first, only the 1st level group of spells are checked. Successive level groups are checked only when the character reaches a level at which the appropriate group of spells is usable by him or her.

Chance to Know Each Listed Spell pertains to the percentage chance the character has by reason of his or her intelligence to learn any given spell in the level group. The character may select spells desired in any order he or she wishes. Each spell may be checked only once. Percentile dice are rolled, and if the number generated is equal to or less than the percentage chance shown, then the character can learn and thus know that spell (it may be in his or her spell books — explained hereafter). Example: A character with an intelligence of 12 desires to know a charm person spell that he finds in a book or scroll, percentile dice are rolled, but the number generated is 52, so that spell is not understood and can not be used by the character (see, however, the paragraph below regarding the minimum number of spells knowable).

Minimum Number of Spells/Level states the fewest number of spells by level group a magic-user can learn. If one complete check through the entire group fails to generate the minimum number applicable according to intelligence score, the character may selectively go back through the group, checking each spell not able to be learned once again. This process continues until the minimum number requirement has been fulfilled. This means, then, that certain spells, when located, can be learned — while certain other spells can never be learned and the dice rolls indicate which ones are in each category. Example: The magic-user mentioned above who was unable to learn a charm person spell also fails to meet the minimum number of spells he or she can learn. The character then begins again on the list of 1st level spells, opts to see if this time charm person is able to be learned, rolls 04, and has acquired the ability to learn the spell. If and when the character locates such a spell, he or she will be capable of learning it.

Maximum Number of Spells/Level is the obverse of the minimum number which can be known. According to the character's intelligence, this maximum number which the magic-user can possibly know (have in his or her spell books) varies from 6 to an unlimited number. As soon as this maximum is reached, the character may not check any further in the level group.

Change in Intelligence: If intelligence goes down or up for any reason, and such change is relatively permanent, the magic-user must check again as explained above for known spells by level group.

Acquisition of Heretofore Unknown Spells: Although the magic-user must immediately cease checking to determine if spells are known after the first complete check of each spell in the level group, or immediately thereafter during successive checks when the minimum number of spells which can be known is reached, it is possible to acquire knowledge of additional spells previously unknown as long as this does not violate the maximum number of spells which can be known. New spells can be gained from captured or otherwise acquired spell books or from scrolls of magic spells. In the latter event the scroll is destroyed in learning and knowing the new spell or spells. (This subject is detailed more fully in the section explaining magic-users as characters.)

Wisdom: Wisdom is a composite term for the character's enlightenment, judgement, wile, will power, and (to a certain extent) intuitiveness. It has a certain effect on saving throws against some magical attack modes. It is of utmost importance to clerics, their major characteristic, and those with wisdom of 16 or greater add 10% to earned experience. Furthermore, clerics with exceptional wisdom (13 or greater) also gain bonus spells over and above the number they are normally able to use. The two tables which follow detail the information pertaining to the effects of wisdom.

Wisdom: For game purposes wisdom ability subsumes the categories of willpower, judgment, wile, enlightenment, and intuitiveness. An example of the use of wisdom can be given by noting that while the intelligent character will know that smoking is harmful to him, he may well lack the wisdom to stop (this writer may well fall into this category).

WISDOM TABLE I.

Ability Score	General Information	Magical Attack Adjustment*
3		-3
4		-2
5	Here or lower the character can only be a thief	-1
6		-1
7		-1
8		none
9	Minimum wisdom for a cleric character	none
10		none
11		none
12	Minimum wisdom for a druid character	none
13	Minimum wisdom for a paladin or multi-classed half-elven cleric character	none
14	Maximum wisdom for a half-orc character	
	Minimum wisdom for a ranger character	none
15	Minimum wisdom for a monk character	+1
16		+2
17	Maximum wisdom for a halfling character	
	Minimum wisdom for use of 6th level spells	+3
18	Minimum wisdom for use of 7th level spells	+4

*This adjustment applies to the saving throw of the character in question, the penalty for low wisdom, or the bonus for high wisdom, being used to alter the result of the die roll accordingly. The adjustment applies only to mental attack forms involving will force, i.e. beguiling, charming, fear, hypnosis, illusion, magic jarring, mass charming, phantasmal forces, possession, rulership, suggestion, telepathic attack, etc.

WISDOM TABLE II.: ADJUSTMENTS FOR CLERICS AND DRUIDS

Ability Score	Spell Bonus	Chance of Spell Failure
9	none	20%
10	none	15%
11	none	10%
12	none	05%
13	One 1st level	0%
14	One 1st level	0%
15	One 2nd level	0%
16	One 2nd level	0%
17	One 3rd level*	0%
18	One 4th level**	0%

*Minimum wisdom for use of 6th level spells
**Minimum wisdom for use of 7th level spells

Notes Regarding Wisdom Table II:

Spell Bonus indicates the number of additional spells the cleric is entitled to according to wisdom ability score. Note that these spells are only available when the cleric is entitled to spells of the applicable level. Bonus spells are cumulative, so a cleric with 14 wisdom is entitled to two 1st level bonus spells, one with 15 wisdom has two 1st and one 2nd level bonus spells, etc.

Chance of Spell Failure states the percentage chance of failure clerics with low wisdom risk when casting spells. To determine if a spell fails, percentile dice are rolled, and if the number generated is equal to or less than the number shown for failure, the spell is expended and has absolutely no effect whatsoever.

For additional information regarding clerics, see the section pertaining to clerics as characters given hereafter (**CHARACTER CLASSES**).

Dexterity: Dexterity encompasses a number of physical attributes including hand-eye coordination, agility, reflexes, precision, balance, and speed of movement. A high dexterity indicates superiority in all of the above attributes, while a low dexterity might well indicate that one of these attributes is actually superior, but that the others are very poor. Dexterity affects all characters with regard to initiative in attack, the projection of missiles from hand or other means, and in defensive measures. Dexterity is the major characteristic of the *thief* class of character, and it affects their professional activities (such as picking pockets, opening locks, and so forth) accordingly. Thieves with a dexterity ability score of 16 or more gain a bonus of 10% of earned experience. The two tables which follow outline the effects of dexterity on characters.

DEXTERITY TABLE I.

Ability Score	General Information	Reaction/ Attacking Adjustment	Defensive Adjustment
3		-3	+4
4		-2	+3
5	Here or lower the character can only be a cleric	-1	+2
6	Minimum dexterity for a half-elf or magic-user character	0	+1
7	Minimum dexterity for an elf character	0	0
8	Minimum dexterity for a halfling character	0	0
9	Minimum dexterity for a thief character	0	0
10		0	0
11		0	0
12	Minimum dexterity for an assassin character	0	0
13		0	0
14	or a half-orc character	0	0
15	Minimum dexterity for a monk character	0	-1
16	Minimum dexterity for an illusionist character	+1	-2
17	Maximum dexterity for a dwarf or a half-orc character	+2	-3
18		+3	-4

Notes Regarding Dexterity Table I:

Reaction/Attacking Adjustment is the penalty or bonus for both surprise (q.v.) situations and missile combat attacks.

Defensive Adjustment refers to the penalty or bonus applicable to a character's saving throws against certain forms of attack (such as fire ball, lightning bolts, etc.) due to dodging ability. It also applies to the character's parrying and/or dodging ability in missile or melee combat; in this case the penalty subtracts from the armor class (q.v.) of the character, making him or her easier to hit, while the bonus adds to the defensive value of the character's armor class, making him or her harder to hit. For example, a character with plate mail and shield is normally treated as armor class 2; if the character has 3 dexterity, there is a +4 penalty, so the armor class changes to 6 (2 + 4). However, if the same character has a dexterity of 18, there is a bonus of -4, so armor class changes from 2 to a -2 (2 + -4 = 1, 0, -1, -2).

Dexterity: The dexterity rating includes the following physical characteristics: hand-eye coordination, agility, reflex speed, precision, balance, and actual speed of movement in running. It would not be unreasonable to claim that a person with a low dexterity might well be quite agile, but have low reflex speed, poor precision, bad balance, and be slow of foot (but slippery in the grasp).

DEXTERITY TABLE II.: ADJUSTMENTS FOR THIEVES Penalty or Bonus for:

Ability Score	Picking Pockets	Opening Locks	Locating/ Removing Traps	Moving Silently	Hiding in Shadows
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-05%	-10%	-15%	-05%
11	-05%	0	-05%	-10%	0
12	0	0	0	-05%	0
13	0	0	0	0	0
14	0	0	0	0	0
15	0	0	0	0	0
16	0	+05%	0	0	0
17	+05%	+10%	0	+05%	+05%
18	+10%	+15%	+05%	+10%	+10%

Notes Regarding Dexterity Table II:

All "Penalty or Bonus for" categories are fully detailed under **CHARACTER CLASSES**, Thieves. The penalties and bonuses are applied to the base chances of success for each named category. Racial adjustments for dwarves, elves, etc. are additional pluses.

Constitution: This character ability rating is a general heading under which falls the character's physique, health, resistance, and fitness. An individual who catches cold if exposed to a slight draft has a constitution of 5 or less in all probability. Rasputin had an 18 constitution!

Constitution: Constitution is a term which encompasses the character's physique, fitness, health, and resistance. Since constitution affects the character's hit dice and chances of surviving such great system shocks as being changed by magic spell or resurrected from the dead, it is of considerable importance to all classes. Constitution scores of above a certain number are necessary for becoming certain sub-classes of characters. Effects of constitution are given on the table below.

It is of utmost importance to understand that a character's *initial* constitution score is also the maximum number of times the character can be raised from the dead/resurrected, and that each such revivification reduces the character's constitution score by 1. Although a character's constitution can be restored to its former score, or even raised above this number, by magical means, this in no way alters the initial score limitation, nor does such magical change in constitution restore to the character additional chances for revivification. Thus, if a character has an initial constitution of 15, he or she can never be brought back to life by a raise dead or resurrection spell more often than 15 times. Note that a rod of resurrection is considered the same as a spell of the same sort. The 16th death is final and irrevocable without use of some other magical means such as a wish.

CONSTITUTION TABLE

Ability Score	General Information	Hit Point Adjustment	System Shock Survival	Resurrection Survival
3		-2	35%	40%
4		-1	40%	45%
5	Here or lower the character can only be an illusionist	-1	45%	50%
6	Minimum constitution for an elf or half-elf character	-1	50%	55%
7	Minimum constitution for a fighter character	0	55%	60%
8	Minimum constitution for a gnome character	0	60%	65%
9	Minimum constitution for a paladin character	0	65%	70%
10	Minimum constitution for a halfling character	0	70%	75%
11	Minimum constitution for a monk character	0	75%	80%
12	Minimum constitution for a dwarf character	0	80%	85%
13	Minimum constitution for a half-orc character	0	85%	90%
14	Minimum constitution for a ranger character	0	88%	92%
15		+1	91%	94%
16		+2	95%	96%
17		+2 (+3)*	97%	98%
18		+2 (+4)*	99%	100%

Bonus applies only to fighters; all other classes may be given a maximum hit point bonus adjustment for constitution of +2.

Notes Regarding Constitution Table:

Hit Point Adjustment indicates the subtraction from or addition to each hit die for a character. (Hit dice are explained fully under the appropriate heading.) Note that subtraction can never reduce any hit die below 1, i.e. if a die is rolled and a 1 comes up, or if a 2 is rolled and the penalty due to constitution is -2, the die is read as 1 (hit point) regardless of subtractions. Note also that the only class of characters which is entitled to bonuses above +2 per hit die is *fighters* (including the fighter sub-classes *paladins* and *rangers*). Thus, even though a cleric, magic-user, or thief has a constitution of 17 or 18, the additional hit points for each hit die due to superior constitution is +2.

System Shock Survival states the percentage chance the character has of surviving the following forms of magical attacks (or simple application of the magic): aging, petrification (including flesh to stone spell), polymorph any object, polymorph others. Example: The wicked necromancer polymorphs (others) his hireling into a giant roc, with the rather foolish agreement of the changee; the hireling must make a saving throw based on his constitution score using the table above. Assuming he survives, a further saving throw would have to be made if he was again polymorphed or dispelled back to original form. The saving throw must be equal to or less than the percentage shown.

Resurrection Survival shows the percentage chance the character has of being successfully raised from the dead or resurrected by a cleric. The score of the percentile dice must be equal to or less than the number shown on the table, or the character fails to be revivified and is completely and totally dead forever. Remember that a character can never be raised from the dead/resurrected a total number of times in excess of the character's initial constitution score.

Charisma: Charisma is the measure of the character's combined physical attractiveness, persuasiveness, and personal magnetism. A generally non-beautiful character can have a very high charisma due to strong measures of the other two aspects of charisma. It is important to all characters, as it has an effect on dealings with others, principally non-player characters, mercenary hirelings, prospective retainers, and monsters. It absolutely dictates the total number of henchmen a character is able to retain. It affects loyalty of all hirelings and retainers. It is the key to leadership. The following table expresses the facts regarding charisma scores.

CHARISMA TABLE

Ability Score	General Information	Maximum No. of Henchmen	Loyalty Base	Reaction Adjustment
3		1	-30%	-25%
4		1	-25%	-20%
5	Here or lower the character can only be an assassin	2	-20%	-15%
6		2	-15%	-10%
7		3	-10%	-05%
8	Minimum charisma for an elf character	3	-05%	normal
9		4	normal	normal
10		4	normal	normal
11		4	normal	normal
12	Maximum charisma for a half-orc character*	5	normal	normal
13		5	normal	+05%
14		6	+05%	+10%
15	Minimum charisma for a druid character	7	+15%	+15%
16	Maximum charisma for a dwarf character**	8	+20%	+25%
17	Minimum charisma for a paladin character	10	+30%	+30%
18		15	+40%	+35%

*Charisma maximum applies only with respect to non-orcs and non-half-orcs (see **CHARACTER RACES**, Half-Orcs).

Charisma maximum applies only with respect to non-dwarves (see **CHARACTER RACES, Dwarves).

Notes Regarding Charisma Table:

Maximum Number of Henchmen states the number of non-player characters who will serve as permanent retainers of the player character. It does not affect the number of mercenary soldiers, men-at-arms, servitors, and similar persons in the pay of the character.

Loyalty Base simply shows the subtraction from or addition to the henchmen's and other servitors' loyalty (q.v.) scores.

Reaction Adjustment indicates the penalty or bonus due to the character because of charisma in meeting and dealing with persons and creatures encountered. For example, the character might encounter a basically neutral intelligent creature and seek to converse in order to gain some advantage. If the charisma of the character is low, he or she will be working under a handicap which will have to be overcome by generous offers and gifts if a chance of success is hoped for. On the other hand, if the character's charisma score is high, he or she will begin negotiations from a strong starting position due to charm and magnetism.

Charisma: Many persons have the sad misconception that charisma is merely physical attractiveness. This error is obvious to any person who considers the subject with perceptiveness. Charisma is a combination of physical appearance, persuasiveness, and personal magnetism. True charisma becomes evident when one considers such historic examples of Julius Caesar, Napoleon Bonaparte, and Adolf Hitler. Obviously, these individuals did not have an 18 score on physical beauty, so it is quite possible to assume that scores over 18 are possible, for any one of the named historical personalities would have had a higher charisma score — there can be no question that these individuals were 18's — if they would have had great attractiveness as well as commanding personal magnetism and superb persuasiveness.

Comeliness: Comeliness reflects physical attractiveness, social grace, and personal beauty of the character. It is used to determine initial reactions to the character, and characters with a high comeliness may affect the wills and actions of others. While charisma deals specifically with leadership and interactions between characters, comeliness deals with attractiveness and first impressions.

Comeliness is *not* charisma. Charisma, however, can affect comeliness. After the first six attributes of a character are determined, his or her looks must be determined. Is the character ugly, homely, plain, or pretty? This characteristic is determined by the comeliness roll. 3d6 are rolled and totalled. The resulting number, between 3 and 18 inclusive, is modified:

Characters with a charisma of less than 3 will have an adjustment of -8 on comeliness, so that it will fall in the range of -5 to +10. For charisma of 3, the adjustment is -5; charisma of 4-5, -3; for 6-8, -1; for 9-12, no adjustment; for 13-15, +1; for 16-17, +2; for 18, +3; and for charisma of more than 18, +5. As charisma is raised or lowered, whether by disease, disfigurement, aging, or artifacts, comeliness should be similarly affected on a point-for-point basis (a loss of one point of charisma equals one point of comeliness equally lost).

In addition to the adjustment to comeliness based on charisma score, characters of certain races must take an additional adjustment to their comeliness scores. This racial adjustment applies only when the reaction of characters of other races is concerned, in similar fashion to the way that racial adjustments for charisma apply only to those of other races. The penalties and bonuses are these:

Half-orcs: -3
Dwarves, gnomes, dark elf males: -1
Halflings*, humans*, wild elves, valley elves: 0
Half-elves*, sylvan elves*, dark elf females: +1
Gray elves*, high elves*: +2
    *— Treat the indicated pair on each of these lines as being of the same race for purposes of effective comeliness; e.g., halflings are just as attractive (or repulsive) to humans as humans are to each other, and vice versa.

Comeliness will have the following effects on creatures of human sort. (This category includes, but is not necessarily limited to, humans, demi-humans, humanoids, giant-class, and bipedal creatures of human-like form and motivation.)

-16 or lower: Those viewing a character with comeliness this low are repulsed and horrified, so as to turn away or attempt to destroy the creature so offensive to the sight. If the individual with low comeliness is powerful, the reaction will tend toward escape, or reinforcement of previously determined *awe (horror)* reaction. If both viewer and creature are of evil alignment, the effect is that of a positive comeliness of the same total.

-15 to -9: Disgust, evidenced by a tendency to look away, revile the individual, and act hostile in general. Under no circumstances will this character be accepted by the viewers unless all are of evil alignment, so that the negative comeliness can be regarded as positive.

-8 to 0: Aversion and a desire to be away from so ugly a creature will be evidenced by all viewers. If given an excuse, those near the individual will be hostile and openly aggressive; otherwise they will merely tend toward rejection.

+1 to +6: As such an individual is simply ugly, the reaction evidenced will tend toward unease and a desire to get away from such brutishness as quickly as possible. If given the opportunity, the character's charisma can offset ugliness, but this requires a fair amount of conversation and interaction to take place.

+7 to +9: The homeliness of the individual will be such that initial contact will be of a negative sort. This negative feeling will not be strongly evidenced. High charisma will quickly overcome it if any conversation and interpersonal interaction transpires. (Consider a dwarf

with 16 charisma and a base comeliness roll of 9; he or she will be at 8 when viewed by all creatures except other dwarves — who will see him or her with comeliness adjusted by + 2 for charisma.)

+ 10 to + 13: Plain to average comeliness; no effect on the viewer.

+ 14 to + 17: Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a *fascinate* spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.

+ 18 to + 21: The beauty of the character will cause heads to turn and hearts to race. Reaction for initial contact is at a percent equal to 150% of comeliness score. Individuals of the opposite sex will be affected as if under a *fascinate* spell unless their wisdom exceeds two-thirds of the character's comeliness total. Individuals of the same sex will do likewise unless wisdom totals at least 50% of the other character's comeliness score. Rejection of harsh nature can cause the individual rejected to have a reaction as if the character had a negative comeliness of half the actual (positive) score.

+ 22 to + 25: The stunning beauty and gorgeous looks of a character with so high a comeliness will be similar to that of those of lesser beauty (17-21), but individuals will actually flock around the character, follow him or her, and generally behave so foolishly or in some manner so as to attract the attention of the character. The reaction adjustment is double the score of comeliness: i.e., 22 comeliness equals + 44%. *Fascinate*-like power will affect all those with wisdom of less than two-thirds the comeliness score of the character. If an individual of the opposite sex is actually consciously sought by a character with comeliness of 22-25, that individual will be effectively *fascinated* unless his or her wisdom is 18 or higher. Rejection is as above.

+ 26 to + 30: Unearthly beauty of this sort can be possessed only by creatures from other planes — demi-gods and demi-goddesses and deities of unusual sort. Reaction adjustment is double comeliness score. *Fascinate*-like power is effective on all except those with wisdom equal to at least 75% of comeliness, except that 19 or higher wisdom always allows a saving throw versus the power. An individual of the opposite sex who is consciously sought by the possessor of such unearthly beauty and comeliness will always be under the "spell" of the individual with such beauty unless he or she has wisdom of 20 or more.

The *fascinate*-like power of high comeliness is similar to the 2nd-level illusionist spell of the same name. Those subject to this power will be captivated by the user, and treat him or her as a trusted friend, mentor, and companion. A saving throw versus spell will negate the effect but if the comeliness is not magical in nature, then *dispel magic*, anti-magic spells, and similar spells will not affect the *fascination* effect.

Fascinated creatures will follow the orders of characters with high comeliness, provided a roll of 3d6 does not exceed the comeliness of the character. Requests that are not in the best interest of the creature get a + 1 to the die, while those that are hazardous can gain up to + 6 or higher on the die roll. If the roll is higher than the user's comeliness, the *fascinate*-effect is broken.

If a once-*fascinated* creature has been badly treated and breaks free of this enrapturement, the creature will react as if the character's comeliness was a negative amount. If the creature has been well treated, it may still be friendly to the character even after the *fascination* has worn off.

The effect of one's comeliness upon others is temporary; once a character is known to other characters or creatures, its effect is negated, and charisma is used to determine reactions and followers. In this way characters of high comeliness and low charisma may attract interest, but not long-term followers and allies (beauty being only skin deep).

The effects of the *fascinate* power do not affect the abilities of the individual with respect to fighting, casting of spells, etc., and in no way reduces the subject character to a zombie-like state, a puppet for the high-comeliness character. Actions performed by a character while *fascinated* may affect alignment (though they would have a good addition to the comeliness check, say + 3 or + 4).

Magic can mildly and temporarily affect the comeliness of a creature. Illusion-based spells such as *change self* and *alter self* will raise or lower comeliness by a maximum of 1 point, no matter what the final form is. Illusions of characters or creatures with high comeliness are effective only for a single round, as the nature of the *fascinate* is such that the character affected concentrates more fully on the illusion, weakening its effectiveness. Polymorphed figures raise or lower comeliness by 2 points from the original, due to subtle social clues that are not visual but still perceived, while *shapechange* confers full comeliness effects of the final form

Comeliness: This "ability," while it might more properly be called a characteristic, does have effects (in game terms) upon those viewing or reacting to the character. As shown above, human player characters created for a certain class have a better chance to be gifted with above-average comeliness (or, more accurately, it may be assumed that certain classes are more of an attraction for relatively beautiful/handsome characters).

MONSTER, THE TERM

It is necessary to stress that the usage of the term "monster" is generic for any creature encountered during the course of adventuring. A monster can be exactly what the name implies, or it can be a relatively harmless animal, a friendly intelligent beast, a crazed human, a band of dwarves, a thief — virtually anything or anyone potentially threatening or hostile.

When your referee indicates your character has encountered a monster, that simply indicates a confrontation between your character and some type of creature is about to take place. The results of such a meeting will depend on many factors, including the nature of the monster and your character's actions. All *monsters are not bad...*

THE MONSTER AS A PLAYER CHARACTER

On occasion one player or another will evidence a strong desire to operate as a monster, conceiving a playable character as a strong demon, a devil, a dragon, or one of the most powerful sort of undead creatures. This is done principally because the player sees the desired monster character as superior to his or her peers and likely to provide a dominant role for him or her in the campaign. A moment of reflection will bring them to the unalterable conclusion that the game is heavily weighted towards mankind.

ADVANCED D&D is unquestionably "humanocentric", with demi-humans, semi-humans, and humanoids in various orbits around the sun of humanity. Men are the worst monsters, particularly high level characters such as clerics, fighters, and magic-users — whether singly, in small groups, or in large companies. The ultra-powerful beings of other planes are more fearsome — the 3 D's of demi-gods, demons, and devils are enough to strike fear into most characters, let alone when the very gods themselves are brought into consideration. Yet, there is a point where the well-equipped, high-level party of adventurers can challenge a demon prince, an arch-devil, or a demi-god. While there might well be some near or part humans with the group so doing, it is certain that the leaders will be human. In co-operation men bring ruin upon monsterdom, for they have no upper limits as to level or acquired power from spells or items.

The game features humankind for a reason. It is the most logical basis in an illogical game. From a design aspect it provides the sound groundwork. From a standpoint of creating the campaign milieu it provides the most readily usable assumptions. From a participation approach it is the only method, for all players are, after all is said and done, human, and it allows them the role with which most are most desirous and capable of identifying with. From all views then it is enough fantasy to assume a swords & sorcery cosmos, with impossible professions and make-believe magic. To adventure amongst the weird is fantasy enough without becoming that too! Consider also that each and every Dungeon Master worthy of that title is continually at work expanding his or her campaign milieu. The game is not merely a meaningless dungeon and an urban base around which is plopped the dreaded wilderness. Each of you must design a world, piece by piece, as if a jigsaw puzzle were being hand crafted, and each new section must fit perfectly the pattern of the other pieces. Faced with such a task all of us need all of the aid and assistance we can get. Without such help the sheer magnitude of the task would force most of us to throw up our hands in despair.

By having a basis to work from, and a well-developed body of work to draw upon, at least part of this task is handled for us. When history, folk-lore, myth, fable and fiction can be incorporated or used as reference for the campaign, the magnitude of the effort required is reduced by several degrees. Even actual sciences can be used — geography, chemistry, physics, and so forth. Alien viewpoints can be found, of course, but not in quantity (and often not in much quality either). Those works which do not feature mankind in a central role are uncommon. Those which do not deal with men at all are scarce indeed. To attempt to utilize any such bases as

the central, let alone sole, theme for a campaign milieu is destined to be shallow, incomplete, and totally unsatisfying for all parties concerned unless the creator is a Renaissance Man and all-around universal genius with a decade or two to prepare the game and milieu. Even then, how can such an effort rival one which borrows from the talents of genius and imaginative thinking which come to us from literature?

Having established the why of the humanocentric basis of the game, you will certainly see the impossibility of any lasting success for a monster player character. The environment for adventuring will be built around humans and demi-humans for the most part. Similarly, the majority of participants in the campaign will be human. So unless the player desires a character which will lurk alone somewhere and be hunted by adventurers, there are only a few options open to him or her. A gold dragon can assume human shape, so that is a common choice for monster characters. If alignment is stressed, this might discourage the would-be gold dragon. If it is also pointed out that he or she must begin at the lowest possible value, and only time and the accumulation and retention of great masses of wealth will allow any increase in level (age), the idea should be properly squelched. If even that fails, point out that the natural bent of dragons is certainly for their own kind — if not absolute solitude — so what part could a solitary dragon play in a group participation game made up of non-dragons? Dragon non-player characters, yes! As player characters, not likely at all.

As to other sorts of monsters as player characters, you as DM must decide in light of your aims and the style of your campaign. The considered opinion of this writer is that such characters are not beneficial to the game and should be excluded. Note that exclusion is best handled by restriction and not by refusal. Enumeration of the limits and drawbacks which are attendant upon the monster character will always be sufficient to steer the intelligent player away from the monster approach, for in most cases it was only thought of as a likely manner of game domination. The truly experimental-type player might be allowed to play such a monster character for a time so as to satisfy curiosity, and it can then be moved to non-player status and still be an interesting part of the campaign — and the player is most likely to desire to drop the monster character once he or she has examined its potential and played that role for a time. The less intelligent players who demand to play monster characters regardless of obvious consequences will soon remove themselves from play in any event, for their own ineptness will serve to have players or monsters or traps finish them off.

So you are virtually on your own with regard to monsters as player characters. You have advice as to why they are not featured, why no details of monster character classes are given herein. The rest is up to you, for when all is said and done, it is your world, and your players must live in it with their characters. Be good to yourself as well as them, and everyone concerned will benefit from a well-conceived, well-ordered, fairly-judged campaign built upon the best of imaginative and creative thinking.

CHARACTER RACES

After a player has determined the abilities of his or her character, it is then time to decide of what racial stock the character is to be. For purposes of the game the racial stocks are limited to the following: dwarven, elven, gnome, half-elven, halfling, half-orc, and human. Each racial stock has advantages and disadvantages, although in general human is superior to the others for reasons you will discover as you read on. The Dungeon Master may have restrictions as to which races are allowed in the campaign due to the circumstances of the milieu.

Two tables for easy reference are given below in order that you can select the racial stock of your character based on abilities generated and with an eye towards what class (q.v.) of adventurer the character will be. Most non-human races are able to work in two or more classes at the same time, and some gain ability score bonuses as well, but most are limited as to how great a level they may attain in a given class, except in the case of a thief

CHARACTER RACE TABLE I.: CHARACTER CLASS LIMITATIONS

Racial Stock of Character

Character Class	Dwarves			Elves					
	Gray	Hill	Mountain	Dark	Gray	High	Valley	Wild	Wood
CAVALIER	no	no	no	yes	yes	yes	no	no	no
Paladin	no	no	no	no	no	no	no	no	no
CLERIC	yes	yes	yes	yes	yes	yes	yes	no	yes
Druid	no	no	no	no	yes	yes	yes	yes	yes
FIGHTER	yes	yes	yes	yes	yes	yes	yes	yes	yes
Barbarian	no	no	no	no	no	no	no	no	no
Ranger	no	no	no	yes	yes	yes	yes	no	yes
MAGIC-USER	no	no	no	yes	yes	yes	yes	no	yes
Illusionist	no	no	no	no	no	no	no	no	no
THIEF	yes	yes	yes	yes	yes	yes	yes	yes	yes
Acrobat	yes	yes	yes	yes	yes	yes	yes	yes	yes
Assassin	yes	yes	yes	yes	yes	yes	yes	yes	yes
MONK	no	no	no	no	no	no	no	no	no
BARD	no	no	no	no	no	no	no	no	no

Character Class	Gnomes		Half-Elves	Halflings (All)	Half-Orcs	Humans	Alignment Requirements
	Deep	Surface					
CAVALIER	no	no	yes[1]	no	no	yes	Any non-evil at start
Paladin	no	no	yes[1]	no	no	yes	Lawful good only
CLERIC	yes	yes	yes[2]	yes	yes	yes	Any
Druid	no	no	yes	yes	no	yes	True neutral only[3]
FIGHTER	yes	yes	yes	yes	yes	yes	Any
Barbarian	no	no		no	no	yes	Any non-lawful
Ranger	no	no	yes[2]	no	no	yes	Any good[4]
MAGIC-USER	no	no	yes[2]	no	no	yes	Any
Illusionist	yes	yes	no	no	no	yes	Any
THIEF	yes	yes	yes	yes	yes	yes	Any non-good at start
Acrobat	yes	yes	yes	yes	yes	yes	Any non-good at start
Assassin	yes	yes	yes	no	yes	yes	Any evil at start
MONK	no	no	no	no	no	yes	Any lawful
BARD	no	no	yes	no	no	yes	Any neutral

1. If of dark, gray or high elf descent   2. Except for wild elf descent   3. Possibly with good tendencies   4. Possibly with neutral tendencies

Notes Regarding Character Race Table I:

Character Class names are shown in capital letters if the class is major; sub-classes are shown with the first letter capitalized only.

All of the racial varieties and strains available for player characters are listed alphabetically according to major type, and then alphabetically within each major type for the sub-races thereof An exception is made for halflings, where stout, tallfellow, and hairfoot halflings are grouped under one heading because each strain of that race has the same class limitations. Although the limitations are the same for all strains within the major races of dwarves and gnomes, each variety is listed separately to emphasize the fact that player characters can now be of any one of those five sub-races

A "no" indicates that the race cannot become the character class in question. A "yes" indicates that the race is able to become the character class in question.

The column for *Alignment Requirements* applies to members of all races, not only to those races listed in the bottom section of the table.
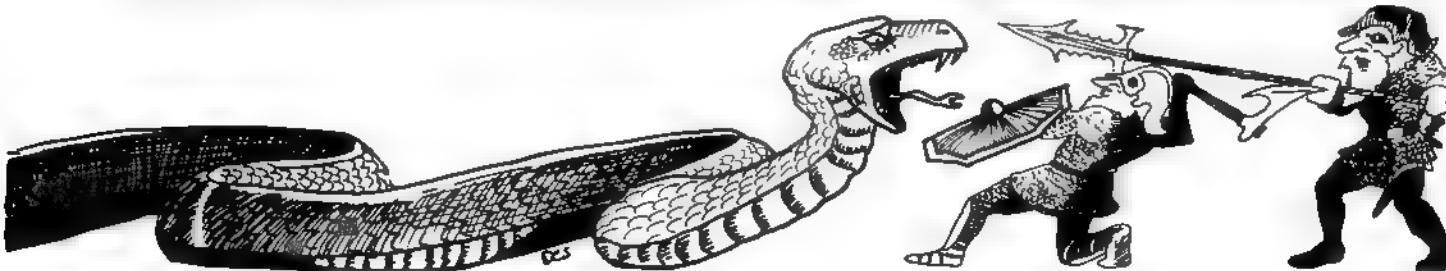
CHARACTER RACE TABLE II.: CLASS LEVEL LIMITATIONS

How to use this table: The new class level limitations for non-human player characters depend not only on the race and class of the character, but also on the ability score(s) he or she possesses in the characteristic(s) which are vital to the class in question. Accordingly, the table has been redesigned and divided into sub-tables for each race. In each sub-table, class and ability score are cross-referenced to find the maximum level attainable by a character of that class who possesses the ability score in question.

The ability scores given in the left-hand column of each chart pertain to different characteristics, varying according to the class of the character For fighters, rangers, and assassins, the score refers to strength, for magic-users and illusionists, intelligence, for clerics and druids, wisdom; for thieves, dexterity. The level limits for rangers, assassins, and druids may be governed by ability scores other than the primary one listed above; these special cases are covered in footnotes for each sub-table where they apply.

The designation "U" denotes unlimited level advancement for a character of the appropriate race and class — either effectively without limit (for thieves and clerics), or up to the highest level attainable in the class (for druids and assassins). The cavalier class is not listed on the tables for elves and half-elves, and the bard class is not listed on the table for half-elves, because level advancement in either of those classes is unlimited for any character with the requisite ability scores to qualify for the class.

Note that in many cases, the ability scores given exceed the normal limits for beginning characters. This is to allow for characters who have increased their ability scores beyond normal limits by some magical means, such as *wish* spells or the use of magical tomes and librams or certain artifacts and relics. The gaining of ability scores higher than those given on the table — which should not be possible except in the most extraordinary of circumstances — does not raise any level limit beyond what is shown here. If a character's ability score is lower than the first entry given on the appropriate table, then the level limit for that character is the same as the lowest level shown on the table; for example, a dwarven assassin with strength of 14 or less can attain 9th level in that class.

Important: The level limits given and implied in the sub-tables may be exceeded by 2 in all cases where (a) the character is single-classed and (b) the class in question could be a multi-classed choice for that character. *Examples:* A hill dwarf fighter/cleric with 18 strength can advance only to the 8th level as a fighter, while a hill dwarf with the same strength who was a fighter only could advance as high as 10th level. A hill dwarf cleric/fighter with 14 strength can attain 6th level as a fighter; if the character were single-classed as a fighter, he or she could advance to the 8th level in that class. A half-elf cleric/ranger with 18/90 strength, 18 intelligence, 18 wisdom, and 18 constitution can attain 9th level in the ranger class, but a half-elf ranger with the same ability scores can rise as high as 11th level in the class. A hill dwarf assassin is restricted to the level limits shown on the table, since a hill dwarf cannot be both a multi-classed character and an assassin

TABLE II.A.: DWARVES

Ability Score	Cleric (All)	Fighter Hill	Fighter Mtn/Gray	Thief (All)	Assassin (All)
15	8	6	7	U	9
16	9	6	7	U	9
17	10	7	8	U	9
18	11	8	9	U	9
18/99		8	9		11[1]
18/00		9	10		12[2]
19	13	10	11	U	12[2]
20	16	12	13	U	12[2]
21	18	15	16	U	12[2]

1: Intelligence 18 and dexterity 19 also required.
2: Intelligence 19 and dexterity 19 also required.

TABLE II.B.: GNOMES

Ability Score	Cleric (All)	Fighter (All)	Illusionist (All)	Thief (All)	Assassin (All)
15	7	5	6	U	8
16	8	5	6	U	8
17	9	5	6	U	8
18	10	5	7	U	8
18/50		6			9[1]
18/75		7			10[2]
18/99		8			10[2]
19	12	9	8	U	10[2]
20	14	9	10	U	10[2]
21	14	9	13	U	10[2]

1: Intelligence 18 and dexterity 18 also required.
2: Intelligence 19 and dexterity 19 also required.

TABLE II.C.: ELVES

Ability Score	Cleric Dark Males	Cleric Dark Females	Cleric All Others	Druid Wild	Druid All Others	Fighter Dark Males	Fighter Dark Females	Fighter Gray/High	Fighter Valley	Fighter Wild	Fighter Wood
12	4	U	7	10	U	7	9	5	5	7	6
13	5	U	7	10	U	8	10	5	5	7	6
14	6	U	7	10	U	9	11	5	5	7	6
15	7	U	7	10	U	10	12	5	5	7	6
16	7	U	8	10	U	10	12	5	5	7	6
17	7	U	9	10	U	10	12	5	5	7	6
18	7	U	10	11[1]	U	10	12	6	6	8	7
18/75						10	12	7	6	8	8
18/90						10	12	8	8	10	9
18/99						10	12	9	9	11	10
18/00						10	12	10	10	12	11
19	7	U	11	12[1]	U	10	12	11	11	13	12
20	7	U	12	14[1]	U	10	12	11	13	13	14
21	7	U	12	17[2]	U						

1: Charisma 18 also required.
2: Charisma 19 also required.

TABLE II.C.: ELVES (Continued)

Ability Score	Magic-User						Thief (All)	Assassin (All)	Ranger (All)
	Dark Males	Dark Females	Gray	High	Valley	Wood			
17	12	5	11	10	11	9	U		6
18	12	5	11	10	11	9	U	10	6
18/01								10	7[1]
18/51								10	9[2]
18/76								10	10[3]
18/99								11[4]	10[3]
18/00								12[5]	10[3]
19	13	7	12	11	12	10	U	12[4]	12[4]
20	15	9	13	12	13	11	U	12[5]	14[4]
21	18	11	15	14	15	13	U		
22	18	11	18	17	15	13			

TABLE II.E.: HALFLINGS

Ability Score	Cleric (All)	Druid (All)	Fighter			Thief (All)
			Hairfoot	Stout	Tallfellow	
15	4	6[1]	4	5	6	U
16	4	7[2]	4	5	6	U
17	5	9[3]	5	6	7	U
18	6	11[4]	5	6	7	U
18/50			6	7	8	
18/90			7	8	9	
19	8	13[5]	8	9	10	U
20	10	13[5]	8	9	10	U

1: Charisma 15 also required.
2: Charisma 15 also required. If charisma is 16 or greater, the character can attain 8th level.
3: Charisma 16 also required. If charisma is 17 or greater, the character can attain 10th level.
4: Charisma 17 also required. If charisma is 18 or greater, the character can attain 12th level.
5: Charisma 19 also required.

TABLE II.D.: HALF-ELVES

Ability Score	Cleric	Druid	Fighter	Ranger	M-U	Thief	Assassin
15	5	U	6	6	7	U	11
16	6	U	6	6	7	U	11
17	7	U	7	7	7	U	11
18	8	U	7	8	8	U	11
18/90			8	9[1]			11
18/99			9	10[1]			11
18/00			10	11[2]			11
19	10	U	11	15[3]	8	U	11
20	12	U	13	15[3]	8	U	11

1: Intelligence 18, wisdom 18, and constitution 18 also required.
2: Intelligence 18, wisdom 18, and constitution 18 also required. If both wisdom and constitution are greater than 18, the character can attain 12th level. If both are greater than 19, the character can attain 14th level.
3: Intelligence 19, wisdom 19, and constitution 19 also required.

TABLE II.F.: HALF-ORCS

Ability Score	Cleric	Fighter	Thief	Assassin
14	4	10	8	U
15	5	10	9	U
16	6	10	10	U
17	7	10	11	U
18	7	10	11	U
18/99		10		
18/00		11		
19	7	12	11	U
20	7	14	11	U
21	7	17	11	U

CHARACTER RACE DESCRIPTIONS

The expanded/revised character race tables show all of the racial varieties that are now open to player characters. In summary, player character dwarves are no longer limited to being hill dwarves or mountain dwarves; elves can be other than high elves; and gnomes are not restricted to being "surface gnomes." The special characteristics of the additional sub-races are given on the following pages.

CHARACTER RACE TABLE III.: MULTI-CLASSED CHARACTER OPTIONS

Race	CF	CR	CM	CI	CT	CA	DF	DR	DM	DT	FM	FI	FT	FA	RM	MT	MA	IT	IA	CFM	CFT	CMT	FMT
DWARF, Gray	x				x	x								x	x								
Hill	x													x									
Mountain	x													x									
ELF, Dark	x	x	x		x	x					x			x	x	x	x	x		x	x	x	x
Gray/High	x	x	x		x	x	x	x	x	x	x			x	x	x	x	x		x	x	x	x
Valley/Wood	x	x	x		x	x	x	x	x	x	x			x	x	x	x	x		x	x	x	x
Wild														x									
GNOME, Deep	x			x	x	x						x	x	x				x	x				
Surface	x			x	x								x	x				x					
HALFLING, All	x				x		x						x	x									
HALF-ORC	x				x	x								x	x								

Column headings are abbreviations for all possible multi-class combinations for player characters: CF = cleric/fighter, IT = illusionist/thief, etc. An "x" under a column heading indicates that this combination is possible for a character of the race in question.

A half-elf uses the entry for the strain of elf from which the character is descended.

Note that this table enumerates all the *possible* class combinations for player characters in the game, but does not imply that they must all be *permissible*. Some of these combinations may be disallowed by the Dungeon Master in his or her campaign.

Penalties and Bonuses for Race:

Certain racial stocks excel in certain ability areas and have shortcomings in others. These penalties and bonuses are applied to the initial ability scores generated by a player for his or her character as soon as the racial stock of the character is selected, and the modified ability scores then are considered as if they were the actual ability scores generated for all game purposes. These penalties and bonuses are shown below:

Race	Penalty or Bonus
Dwarf	Constitution +1; Charisma -1
Elf	Dexterity +1; Constitution -1
Half-Orc	Strength +1; Constitution +1; Charisma -2
Halfling	Strength -1; Dexterity +1

There are certain other disadvantages and advantages to characters of various races; these are described in the paragraphs pertaining to each race which follow.

Character Ability Scores by Racial Type:

As noted previously in the section pertaining to character abilities, the non- and part-human races must meet certain minimum ability scores, and some races have lower maximum possible scores as well. In order for your character to be of one of these races, these minimums and maximums must be met. The minimum scores must have been generated in the initial abilities rolls, or if bonuses are given for the race, then the minimums must be met considering such bonuses. Maximums applicable are easily met, for the ability score is simply lowered to conform to the maximum.

The table below shows these minimum and maximum figures at a glance.

Notes Regarding Character Race Table III:

Minimum Scores indicate the lowest possible roll for consideration of a character to be of the racial type indicated. Scores below the minimum indicated are not allowable, so any character with less than the minimum shown can not be of the appropriate race.

Maximum Scores include racial penalties and bonuses; thus, some races can exceed the 18 total possible in the initial generation of abilities with three six-sided dice. Penalties and bonuses for race are taken before adjusting for maximum score.

The Slash (/) separates the minimums and maximums possible for males, shown first, and females, shown after the slash, thus: males/females, minimum and maximum as applicable. A male dwarf needs a minimum strength of 8, as does a female of that race; a male dwarf can have a maximum strength of 18, but a female dwarf can have a maximum strength of 17; this reads as 8/8, 18/17.

CHARACTER RACE TABLE III: ABILITY SCORE MINIMUMS & MAXIMUMS

Character Ability Scores	CHARACTER'S RACE					
	Dwarven	Elven	Gnome	Half-Elven	Halfling	Half-Orc
	M/F	M/F	M/F	M/F	M/F	M/F
STRENGTH*						
Min.	8/8	3/3	6/6	3/3	6/6	6/6
Max.	18/17	18/16	18/15	18/17	17/14	18/18
INTELLIGENCE						
Min.	3/3	8/8	7/7	4/4	6/6	3/3
Max.	18/18	18/18	18/18	18/18	18/18	17/17
WISDOM						
Min.	3/3	3/3	3/3	3/3	3/3	3/3
Max.	18/18	18/18	18/18	18/18	17/17	14/14
DEXTERITY						
Min.	3/3	7/7	3/3	6/6	8/8	3/3
Max.	17/17	19/19	18/18	18/18	18/18	17/17
CONSTITUTION						
Min.	12/12	6/6	8/8	6/6	10/10	13/13
Max.	19/19	18/18	18/18	18/18	19/19	19/19
CHARISMA						
Min.	3/3	8/8	3/3	3/3	3/3	3/3
Max.	16/16	18/18	18/18	18/18	18/18	12/12

*As noted previously, fighters of all races might be entitled to an exceptional strength bonus, see **CHARACTER ABILITIES, Strength.**

CHARACTER RACE DESCRIPTIONS

All of the non-human or part-human races closely resemble humans in many aspects. It is assumed that similarities are sufficiently apparent so as to warrant no further comment, and only special racial characteristics which are dissimilar to humans will be dealt with. Characters differ slightly within their respective races as a whole.

Dwarves

The race of dwarves typically dwells in hilly or mountainous regions. For details of the race in general the reader is referred to **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**. As player characters, both dwarves and their cousins the "mountain dwarves" can be considered.

A character of the dwarven race can be a fighter (maximum of 9th level), a thief, or an assassin (maximum of 9th level). It is also possible for a dwarven character to opt to work simultaneously in the fighter and thief classes; in the latter event the dwarf will be limited to the armor permitted a thief when performing any functions of that class. Experience will always be divided between the two classes also, even though the dwarf may no longer advance upwards in fighting ability level. (Complete information regarding this subject is given hereunder in the section dealing with **CHARACTER CLASSES**.)

Because of their very nature, dwarves are non-magical and do not ever use magical spells. However, this nature gives them a bonus with regard to their saving throws (see **COMBAT, Saving Throws**) against attacks by magic wands, staves, rods and spells. This bonus is +1 for every 3½ points of constitution ability. Thus, if a dwarf had a constitution of 7 he or she would gain a +2 on dice rolls made as saving throws, at 14 constitution the bonus would be +4, and at 18 constitution the bonus would be the maximum normally possible, +5.

Similarly, dwarves have exceptional constitutional strength with regard to toxic substances, ingested or injected. Therefore, all dwarven characters make saving throws against poison in the same manner and with the same bonuses as they do against magical attacks from wands, staves, rods, and spells.

All dwarves are able to speak the following languages (q.v.): dwarven, gnome, goblin, kobold, and orcish; in addition, dwarven characters are able to speak the "common tongue" of all humankind. However, except for their alignment language (see **ALIGNMENT**), they are unable to learn more than two additional languages regardless of their intelligence ability.

Dwarves are able to see radiation in the infra-red spectrum, so they can see up to 60' in the dark noting varying degrees of heat radiation. This ability is known as "infravision."

Dwarves are miners of great skill. They are able to detect the following facts when within 10' or less of the particular phenomenon (except determination of approximate depth, which can be done at any distance):

Detect grade or slope in passage, upwards or downwards	75% probability (d4, score 1-3)
Detect new construction or passage/tunnel	75% probability
Detect sliding or shifting walls or rooms	66 2/3% probability (d6, score 1-4)
Detect traps involving pits, falling blocks and other stonework	50% probability (d4, score 1-2 or d6, score 1-3)
Determine approximate depth underground	50% probability

Note that the dwarven character must be actively seeking to determine the phenomenon in question in order to be able to determine the answer; the information does not simply spring to mind unbidden.

In melee combat (see **COMBAT**), dwarves add 1 to their dice rolls to hit opponents who are half-orcs, goblins, hobgoblins, or orcs. When being attacked by ogres, trolls, ogre magi, giants, and/or titans, dwarves subtract 4 from their opponents' "to hit" dice rolls because of the dwarves' small size and combat ability against these much bigger creatures.

As has already been noted, dwarven characters get a bonus of 1 added to their initial constitution ability, and a penalty of 1 on their charisma score due to racial characteristics. It is very important to note the actual charisma score prior to racial adjustment, however, for dwarven characters do not suffer charisma penalties, nor are they limited to a 16 charisma maximum with regard to their own race. For example, let us suppose a player who has rolled a charisma score of 18 decides to have a dwarven character, thus reducing charisma score by 1 due to racial characteristics. However, the highest score possible for a dwarf is 16 (see **CHARACTER ABILITIES, CHARISMA TABLE**), so the character's charisma score is recorded as 16 (18), the parenthetical number being the actual score rolled. With regard to non-dwarven henchmen, the character is limited to a maximum of 8, but with regard to dwarves the character has a score of 18 charisma, so up to 15 henchmen would serve the character if the additional servitors (over and above 8) were themselves dwarves.

Gray dwarves, also known as duergar, are usually found only in the subterranean depths of the earth. While the majority of the members of this sub-race are of lawful evil alignment (with neutral tendencies), player characters who are gray dwarves may be of any alignment. Duergar are thinner than other dwarves, and their skin and hair color ranges from medium gray to dark gray.

Just as their kindred, gray dwarves may be fighters, clerics, or thieves, and as thieves may also enter the assassin subclass or the acrobat split class. Gray dwarves may be multi-classed as fighter/clerics, fighter/thieves, cleric/thieves, or cleric/assassins.

Player character gray dwarves are non-magical in nature, just as their surface-dwelling cousins are, and as such gain the same bonuses to their saving throws versus magical attacks by rod, staff, wand, or spell (+1 per each 3½ points of constitution score). Gray dwarves are also unaffected by illusion spells and immune to all paralyzation attacks and non-natural (i.e., magical or alchemical in origin) poisons. They receive a saving throw bonus versus natural poison just as other dwarves do, of the same amount as their magical-attack bonus.

Gray dwarves speak the dwarvish language, and in addition speak "undercommon," a trade language of the empires and communities deep beneath the earth. They also speak their alignment language and a maximum of two other languages, regardless of intelligence.

Duergar have infravision with a 12" range. They also have the standard dwarvish abilities for detecting grade, slope, new construction, sliding walls, traps, and depth underground, and have the combat abilities of other dwarves in fighting creatures such as ogres, trolls, ogre magi, giants, and titans. They do not gain the other dwarves' combat advantage when attacking half-orcs, goblins, hobgoblins, or orcs, since their background does not include a history of animosity against these creatures.

Gray dwarves move very quietly when they want to, able to surprise others on a 3 in 6 chance (when alone or in the company of others of their race), and are themselves surprised only 1 time in 10. Not all player character duergar have psionic ability. They do, however, have twice the usual chance of being psionic (double all bonuses for intelligence, wisdom, and charisma) if psionics are used in the campaign.

Gray dwarves live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Daylight, and spells such as *continual light*, affect duergar as follows: Their enhanced ability to gain surprise is negated, the character's dexterity is effectively reduced by 2 for the duration of the exposure (with all penalties to armor class, thieving abilities, etc., applicable), all their attacks are made at -2 "to hit," and any opponents' saving throws versus gray dwarf attacks are made at +2. If the gray dwarf is located in darkness or deep shadow but is attacking creatures illuminated by a light source, surprise ability and dexterity are normal, but the character's attacks are at -1 "to hit," and opponents' saving throws versus any such attacks are at +1. The relatively dim light given off by such sources as torches, lanterns, magic weapons, *light* spells, and *faerie fire* spells does not adversely affect a gray dwarf.

Dwarves tend to be dour and taciturn. They are given to hard work and care little for most humor. They are strong and brave, but they also enjoy beer, ale, mead, and even stronger drink. Their chief love, however, is precious metal, particularly gold. They also enjoy gems, of course, particularly those of opaque nature (except pearls which they do not like) and diamonds. They like the earth and dislike the sea. Considering that their women tend to be bearded too, it is not surprising that some dwarves are somewhat forward in their behavior towards females not so adorned. If dwarves are a trifle suspicious and avaricious, they generally make up for such faults by their courage and tenacity.

Elves are often considered flighty or frivolous, and this is the case when they do not believe a matter to be of import. They concern themselves with the natural beauty around them, dancing and frolicking, playing and singing unless necessity dictates otherwise. Because elves love nature, they are not fond of ships or mines, but of growing things and the lands under the sky. They do not make friends easily, but friend or enemy is never forgotten. Their humor is clever, as are their songs and poetry. Elves are brave but never foolhardy. They feast, but eat sparingly, drink mead and wine, but seldom become drunk from excesses. While they find well-wrought jewelry a pleasure to behold, they are not overly interested in money or gain. Magic fascinates elves, however, and if they have a weakness it lies in this desire. If elves tend towards haughtiness and arrogance at times, they are not inclined to regard their friends and associates as anything other than equals.

There are many sorts of elves, and descriptions of the differing types are found in **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL.** Elven player characters are always considered to be high elves, the most common sort of elf.

A character of elven stock can opt to be a fighter (maximum of 7th level), a magic-user (maximum of 11th level), a thief, or an assassin (maximum of 10th level). An elven character can also be multi-classed, i.e. a fighter/magic-user, a fighter/thief, a magic-user/thief, or a fighter/magic-user/thief. If the character is multi-classed, the following restrictions and strictures apply: Although able to operate freely with the benefits of armor, weapons, and magical items available to the classes the character is operating in, any thieving is restricted to the armor and weaponry usable by the thief class. All earned experience is always divided equally among the classes of the character, even though the character is no longer able to gain levels in one or more of the classes. (More detailed information is given in the **CHARACTER CLASSES** section hereafter.)

Elven characters have a 90% resistance to sleep and charm spells (if these spells are cast upon them a percentile dice roll of 91% or better is required to allow the magic any chance of having an effect, and even then the saving throw against spells is allowed versus the charm spell).

When employing either a bow of any sort other than a crossbow, or a short or long sword, elven characters gain a bonus of +1 on their die rolls "to hit".

All elven characters are able to speak the following languages in addition to that of their chosen alignment: elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll, and the "common tongue" of monkind. Elven characters of above 15 intelligence are able to learn one additional language for every point of intelligence over 15, i.e. a character with an 18 intelligence score could learn three additional languages (q.v.).

Elves have the ability to see into the infra-red spectrum, so they are able to see up to 60' in darkness, noting varying degrees of heat radiation.

Secret or concealed doors are difficult to hide from elves. Merely passing within 10' of the latter makes an elven character 16 2/3% (1 in 6) likely to notice it. If actively searching for such doors, elven characters are 33 1/3% (2 in 6) likely to find a secret door and 50% likely (3 in 6) to discover a concealed portal.

As has been shown previously, elven characters add a bonus of +1 to their initial dexterity score. Likewise, as elves are not as sturdy as humans, they deduct 1 from their initial constitution score.

If alone and not in metal armor (or if well in advance — 90' or more — of a party which does not consist entirely of elves and/or halflings) an elven character moves so silently that he or she will surprise (q.v.) monsters 66 2/3% (d6, 1 through 4) of the time unless some portal must be opened in order to confront the monster. In the latter case the chance for surprise drops to 33 1/3% (d6, 1-2).

Gray elves are members of a rare race that shares all of the abilities of high elves, including resistance to sleep and charm, ability with sword and bow, infravision, detection of secret and concealed doors, and ability to move silently when alone. The two sub-races share the same languages. Gray elves receive a +1 bonus to their dice roll for intelligence, giving beginning player characters a maximum score of 19 in this ability. Gray elves are not as common as high elves, and do not normally associate with humanoids other than elves for long periods. They are thinner than high elves, with hair color of silver or gold and eyes of amber and violet.

Wood elves, also known as sylvan elves, have abilities similar to those of high elves, including resistance to sleep and charm, extra bonuses when wielding sword or bow, infravision, silent movement, and detection of secret and concealed doors. They speak elvish, common, treant, and the tongue of woodland mammals (much as gnomes may communicate with burrowing mammals), but no other languages to start with. They receive a bonus of +1 to the initial dice roll for strength (but the normal maximum of 18 still applies), and must take a -1 penalty to their initially generated score for intelligence. Wood elves are more reserved than gray elves, and do not mix with the organized societies of other races on a regular or recurring basis. Wood elves have fair complexions, with hair color ranging from copper red to blonde and eyes of light brown, light green or hazel.

Wild elves, or grugach, shun outsiders even more fervently than other elves, and are xenophobic even with regard to other elven races. They have the standard elven characteristics of resistance to sleep and charm, bonuses "to hit" with bow and sword, infravision, moving silently, and detection of secret and concealed doors. Most of them speak the elvish language exclusively, though a player character grugach may know some of the common tongue as well. Wild elves are very strong, receiving a +2 bonus to the dice roll for strength (up to a maximum of 18). Wild elves deal with other woodland creatures as if an *animal friendship* spell was in operation. Grugach can set pits, snares, and natural traps with a 90% chance of success. As shown on Character Race Table I, grugach are more limited than other elves in the class(es) they can practice; they can only be druids, fighters, or thieves (including assassin and acrobat), and can only be fighter/thieves if multi-classed. They are similar in appearance to wood elves, but are smaller, thinner, and very fair.

Valley elves are thought to be an offshoot of the gray elves, and have all powers and abilities of that sub-race, plus the ability to speak the gnomish language. Valley elves are unusually tall, some of them growing to the height of humans. They are shunned by other elven sub-races, who do not consider them "true elves." The name of valley elves is derived from the Valley of the Mage, where the sub-race is headquartered in the WORLD OF GREYHAWK™ Fantasy Game Setting, but valley elves are equally at home in any similarly far-removed section of the world free of other elvish influences.

Dark elves, also known as drow, are the most divergent of the elven sub-races. Their form similar to that of other elves, but their skin color is the inky black of a moonless night and their hair is normally pure white or silver. Classes open to dark elf player characters are cleric, fighter (including ranger), cavalier, magic-user, and thief (including thief-acrobat and assassin). Males and females of this sub-race differ in the maximum level attainable in the cleric, fighter, and magic-user classes. Drow are generally evil and chaotic in nature, though player characters are not required to be so.

A dark elf player character is considered an outcast from his or her homeland deep within the earth, whether by matter of choice, alignment, or merely being on the losing side of some family-wide power struggle. As such, drow characters do not have immediate access to the weaponry, armor, cloaks, and poisons that are normally found in the possession of non-player characters of this sub-race. The 50% magic resistance possessed by NPC dark elves is likewise not a property of player characters, who have abandoned their homeland; it is likely that this power is the result of extended dabbling in the dark arts as well as the effects of their environment. Once having made the decision to embark upon an adventuring career, a drow player character can never regain this magic resistance short of the use of *wish* spells or similar magics, but can still rise in power and dominate fellow dark elves. Outcast dark elves do retain the customary elven resistance to charm and sleep, and they receive a bonus of + 2 to all saving throws versus magical effects.

Dark elves do not gain the combat bonuses of the surface elves with regard to sword and bow, but may fight with two weapons without penalty, provided each weapon may be easily wielded in one hand. They cannot use a shield when performing this type of combat, but may use a spiked buckler as one of their two weapons.

Drow can speak the common tongue, the language of "undercommon" (a trade language of those who dwell beneath the earth), plus

the elvish and gnomish languages, as well as other languages up to the limit prescribed by intelligence score. In addition, all dark elves "speak" the silent tongue of subterranean dwellers, a language of complex hand signals and gestures, combined with facial expressions and body language. The range of communication in this silent tongue is only 30', but it is as informative as any other language within that range. Only the drow may fully master this tongue, though other races may be taught its basic signs and symbols.

Dark elves have infravision out to a 12" range. The base movement rate of female drow is 15", while that of male drow is 12". Drow have the ability to detect secret and concealed doors just as other elves can, and they can also detect new construction, stonework traps, sliding walls, and depth underground as do dwarves. Dark elves can move silently in the same manner as other elves, under the same conditions, and are surprised only on a 1 in 8 chance.

All dark elves have the innate ability to use the following magic spells once per day: *dancing lights, faerie fire, and darkness, 5' radius.* Upon attaining 4th level in any class, dark elves gain the ability to cast *detect magic, know alignment,* and *levitate,* also once per day. Females of 4th level or higher also can use *clairvoyance, detect lie* (or its reverse), *suggestion,* and *dispel magic,* each once per day.

Ability scores for drow characters may be generated either by normal means, or by the method described on page 34 of the FIEND FOLIO® Tome, at the option of the DM. If the latter method is used, the adjustments to initial dice rolls for elves given in the "Penalties and Bonuses for Race" section (Players Handbook, page 14) do not apply.

Drow are affected by light in the same manner as gray dwarves (see above). They will prefer to travel either at night or in gloomy, overcast conditions when they venture out into the surface world.

Gnomes:

A gnome's preferred habitation is an area of rolling, rocky hills, well-wooded and uninhabited by humans. Details of the race are found in **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL.**

A character of the gnome race can select to be a fighter (maximum of 6th level), an illusionist (maximum of 7th level), a thief, or an assassin (maximum of 8th level). It is also possible for a gnome character to be two classes at the same time (a fighter/illusionist, a fighter/thief, or an illusionist/thief, for example). In the latter case, the character is restricted to the wearing of leather armor, regardless of which class combination he or she has chosen, unless only fighting is performed by the character. As with any such multi-class character, gnomes with two character classes must always divide earned experience equally between levels, even though it might no longer be possible to advance upwards in level in one of the classes. (See **CHARACTER CLASSES** for more information regarding this subject.)

Similar to their cousins, the dwarves, gnomes are highly magic resistant. A gnome player character gains a bonus of +1 for every 3½ points of constitution ability score, just as dwarven characters do. A constitution of 4 gains a +1, 7 gains a +2, 11 gains a +3, 14 gains a +4, and 18 gains a +5 bonus to saving throws versus magic wands, staves, rods, and spells.

Gnome characters are able to speak the following languages in addition to their alignment language (q.v.) and the "common tongue" of humanity: dwarvish, gnome, halfling, goblin, kobold, and they can also communicate with any burrowing mammal (such as moles, badgers, ground squirrels, etc.). Gnomes are unable to learn more than two languages in addition to those noted above, regardless of how high their intelligence score is.

Gnomes have infravision, the ability to see into the infra-red spectrum, so a gnome character is able to see up to 60' in the dark, noting varying heat radiation.

Being miners of exceptional merit, gnomes are able to detect the following facts when within 10' of the area to be examined, or at any time with respect to determination of their approximate depth underground:

Detect grade or slope in passage upwards or downwards	80% probability (d10, score 1-8)
Detect unsafe walls, ceilings, or floors	70% probability (d10, score 1-7)
Determine approximate depth underground	60% probability (d10, score 1-6)
Determine direction of travel underground	50% probability (dANY, score any half)

It is important to note that the gnome must be actively seeking to determine the matter in question. The phenomenon does not otherwise become apparent to the character, for he or she must concentrate on the subject to get some form of answer.

In melee combat, gnome characters add 1 to their dice rolls to hit opponents who are kobolds or goblins. When being attacked by gnolls, bugbears, ogres, trolls, ogre magi, giants, and/or titans, gnome characters subtract 4 from their opponents' "to hit" dice rolls because of the gnomes' small size and their combat skill against these much bigger creatures.

Gnomes are most lively and full of humor — often on the black side or practical jokes. They enjoy eating and can drink as much as dwarves do. They are sly and furtive with those they do not know or trust, and even somewhat reserved with most bigger folk such as elves or humans. Gnomes love all sorts of precious stones, and they are masters of gem polishing and cutting. In most other respects they are not unlike dwarves, but they enjoy the open world of growing things almost as much as their mines and burrows.

Deep gnomes, also known as svirfneblin, are members of a breed of gnome that lives deep beneath the surface of the earth. They can be of any class or combination of classes that is permitted to surface-dwelling gnomes. Deep gnomes who are not illusionists gain special abilities at high levels. Deep gnomes are more muscular than their above-ground cousins, their gnarled skin ranging from medium brown to grayish brown in color. They have gray eyes.

Deep gnomes have the standard gnomish abilities with regard to detection of slopes and unsafe walls, and determining depth and direction underground. In addition, they have a 60% chance of being able to camouflage themselves against surrounding natural rock deep underground, remaining effectively invisible until they move, attack, or take some other action which negates invisibility.

Player character deep gnomes must be male, since no females of this sub-race have ever been known to take up adventuring careers. Player character deep gnomes do not possess the innate magic resistance of non-player character svirfneblin, but do gain a +2 bonus on saving throws versus poison and a +3 bonus on all other saving throws. Just as others of this sub-race, the deep gnome player character is immune to the effects of illusions and phantasms. Unlike non-player characters of this sub-race, player character svirfneblin do not automatically improve in natural armor class as they progress in levels. The reasons why player character deep gnomes lose certain abilities may be similar to why this happens to dark elves (see above).

Deep gnomes speak their own tongue, which is related to the gnomish tongue spoken by surface dwellers of the race. They can know other languages depending on intelligence, with emphasis on tongues spoken beneath the earth. Player character deep gnomes cannot converse with creatures from the Elemental Plane of Earth, unless the character has such a language as one of the tongues that he or she has specifically learned, and player characters are just as likely to be attacked by creatures from the Plane of Earth as are members of any other race.

When a deep gnome becomes a player character, he or she forfeits some of the benefits that derive from close association with the Elemental Plane of Earth, as described above. However, deep gnomes who are not illusionists do retain the innate ability of svirfneblin to summon an earth elemental once per day. When a non-illusionist reaches 6th level in any class, he or she can perform this feat in a fashion similar to the magic-user spell *conjure elemental*. The type of creature summoned, if any, is determined by rolling d20 and referring to the following table:

Die Roll	Result
1	24 HD earth elemental
2-6	16 HD earth elemental
7-10	12 HD earth elemental
11-15	8 HD earth elemental
16-18	xorn
19-20	summoning fails, may not be attempted again that day

Player character deep gnomes may use the following spell-like abilities once per day: *blindness*, *blur*, and *change self*, as if cast by an illusionist of the same level as the character's highest level. A deep gnome also radiates *non-detection* as the spell, though this applies only to the individual alone and does not affect an area.

Svirfneblin have infravision out to a range of 12", but ultravision of only a 3" range. In bright light their vision (of all sorts) is reduced to 3", and they must take a penalty of -1 "to hit" when fighting opponents in such illuminated conditions. Player character deep gnomes can be surprised only on a 1 in 12 chance, and can surprise others on a 9 in 10 chance if they are alone or in the company of other deep gnomes and not wearing bulky armor. Player character deep gnomes do not have psionic abilities.

In melee combat, deep gnomes gain a bonus of +1 on rolls "to hit" and damage when attacking drow and kuo-toa, which are enemies of their race just as goblins and kobolds are enemies of surface gnomes. The deep gnomes gain the same benefits as surface gnomes when attacked by giants, bugbears, ogre magi, ogres, trolls, or titans.

Half-Elves are usually much like their elven parent in characteristics, although to somewhat lesser extent than a pure elf

Half-elves do not form a race unto themselves, but rather they can be found amongst both elvenkind and men. For details of the typical half-elf see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL** under the heading *Elf*.

A character of half-elven race can play as a cleric (maximum of 5th level), druid, fighter (maximum of 8th level), ranger (maximum of 8th level), magic-user (maximum of 8th level), thief, or assassin (maximum of 11th level). A character of half-elven race can also opt to become a multi-classed individual, i.e. cleric/fighter, cleric/ranger, cleric/magic-user, fighter/magic-user, fighter/thief, magic-user/thief, cleric/fighter/magic-user, or a fighter/magic-user/thief. Half-elven characters who choose the cleric as one of their multi-classes aren't limited by that class' proscriptions upon weapons usable, but they are quite restricted in level. Half-elven characters who choose the thief class as one of their multi-roles are limited to the weaponry and armor of that class when operating as a thief. All earned experience is always divided evenly between the classes of the multi-classed character, even though the character is no longer able to gain levels in one or more of the classes. (See **CHARACTER CLASSES**, and consult the various classes for more detailed information pertaining to half-elven characters operating within the stated classes.)

Half-elven characters have a 30% resistance to sleep and charm spells (if the spells are cast upon them, a percentile dice roll of 31% or better is required to allow the magic any chance of having an effect, and even then the saving throw against spells is allowed versus the charm spell).

All half-elven characters are able to speak the "common tongue" of men, their alignment language (q.v.), and the following: elvish, gnome, halfling, goblin, hobgoblin, orcish, and gnoll. Half-elven characters of above 16 intelligence are able to learn one additional language for every point of intelligence above 16, so that a 17 intelligence indicates the character can learn one additional language, and an 18 intelligence indicates two languages can be learned in addition to those listed above.

Half-elves have the ability to see into the infra-red spectrum, so they are able to see up to 60' in darkness, noting varying degrees of heat radiation.

Secret or concealed doors are difficult to hide from half-elves, just as they are noticeable by elves. Merely passing within 10' of a concealed door gives the half-elven character a 1 in 6 chance (16 2/3%) of spotting it. If the character is actively seeking to discover such doors, he or she has a 2 in 6 chance (33 1/3%) of spotting a secret door and a 3 in 6 chance (50%) of locating a concealed door

Half-elves of high elven ancestry are fully described on page 17 of the Players Handbook. Those descended from gray, wood, and valley elves have similar abilities and restrictions. Because wild elves do not trust humans any farther than they can toss them, no instances are known of half-elves descended from grugach stock. Half-elves of drow descent retain their elf parent's disadvantages with regard to light, but have none of the special advantages of full-blooded drow, and are looked upon as outcasts by the dark elf population.

Halflings:

The three sub-races of halfling — stout, hairfoot, and tallfellow — are described in general on page 17 of the Players Handbook. Differences in class level limits for the three sub-races are given on Character Race Table II in this text. For the purposes of level advancement and abilities, consider those of mixed blood to be stouts.

Halflings are quite similar to gnomes, although they eat more and drink less. They also are prone to favor natural beauty and the outdoors more than they do their burrows. They are not forward, but they are observant and conversational if in friendly company. Because they are more open and outgoing than either dwarves or elves, they get along with most other races far better than the former two do. Halflings see wealth as a means of gaining comforts only, for they love creature comforts. If they are not overly brave or ambitious, they are generally honest and hard-working when there is need. Halflings love stories and good jokes and are perhaps a trifle boring at times.

Halflings are very much like small humans, thus their name. As player characters, it is assumed that any of the sub-races of the race of halflings can be considered as that of the halfling character in question. Complete information on halflings is found in **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL.**

A character of the halfling race can be a fighter, a thief, or a fighter/thief. As halflings are unable to work beyond 6th level as fighters, it is most probable that the character will be a thief or a multi-classed fighter/thief. In the latter case the character is limited to the armor and weaponry of a thief whenever any such functions are to be performed during the course of an adventure. Furthermore, earned experience is always divided evenly between the two classes, even though the character may no longer be able to gain additional levels as a fighter.

All halfling characters have a high resistance to magic spells, so for every 3½ points of constitution ability the character possesses, he or she gains a +1 on saving throws versus wands, staves, rods, and spells. This converts to the following bonuses for constitution: 4-6 = +1, 7-10 = +2, 11-13 = +3, 14-17 = +4, and 18 = +5.

As halflings also have a similar resistance to poisons of all sorts, they gain a constitution bonus identical to that for saving throws versus magical attacks when they make saving throws versus poison, i.e. +1 to +5 depending on constitution score.

All halfling characters are able to speak the following languages in addition to mankind's "common tongue" and the alignment language: dwarven, elven, gnome, goblin, halfling, and orcish. Halflings with intelligence above 16 can learn one additional language for every point of intelligence they possess above the 16 minimum, so at 17 intelligence the character can learn one additional language, and at 18 intelligence two can be learned.

Certain halfling characters have infravision. Those with mixed blood are assumed to have infravision which functions up to 30' distant, while those of pure Stoutish blood are able to see heat radiation variation at up to 60' (normal infravision).

Similarly, halflings of mixed type and those of pure Stoutish blood are able to note if a passage is an up or down grade 75% (d4, 1-3) of the time, and they can determine direction 50% of the time. Note that these abilities function only when the character is concentrating on the desired information to the exclusion of all other thought and activity.

If alone (or well in advance — 90' or more — of a party which does not consist entirely of halflings or elves not in metal armor) and not in metal armor, halfling characters are able to move very silently; thus, if they do not have to open some form of door or other screen, they will surprise (q.v.) a monster 66 2/3% (d6, 1-4) of the time. If a door must be opened, chance for surprise drops to 33 1/3% (d6, 1-2).

Halfling characters must accept a penalty of -1 from their initially generated strength ability score, and they gain a bonus of +1 on dexterity.

Half-Orcs:

Orcs are fecund and create many cross-breeds, most of the offspring of such being typically orcish. However, some one-tenth of orc-human mongrels are sufficiently non-orcish to pass for human. Complete details of orcs and cross-breeds will be found under the heading Orc in **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL.**

As it is assumed that player characters which are of half-orc race are within the superior 10%, they have certain advantages. A half-orc character can become a cleric (maximum of 4th level), a fighter (maximum of 10th level), a thief (maximum of 8th level), or an assassin. It is also possible for a half-orc character to operate in two classes at the same time: cleric/fighter, cleric/thief, cleric/assassin, fighter/thief, or fighter/assassin. When playing a multi-classed character, the half-orc must abide by the restrictions of the least favorable class with regard only to armor. All earned experience is always divided equally between the player's two classes, even though the character might no longer be able to progress upwards in level in one of the two classes. (See **CHARACTER CLASSES** for more information regarding this subject.)

Half-orc characters are able to speak the "common tongue" of humanity, their alignment language, and orcish as well. These characters are able to learn a maximum of two additional languages.

Half-orcs have infravision, so that they can detect varying degrees of heat radiation up to 60' distant in the dark.

As has been shown before, half-orc characters have bonuses of +1 to both their strength and constitution scores initially rolled, but they must subtract a charisma penalty of -2. Note that this penalty is in regard to those non-player character henchmen who are not themselves of half-orc race, so the initial, unaltered, charisma ability score should be recorded (cf. Dwarves).

Half-Orcs are boors. They are rude, crude, cross, and generally obnoxious. Because most are cowardly they tend to be bullies and cruel to the weak, but they will quickly knuckle under to the stronger. This does not mean that all half-orcs are horrid, only most of them. It neither means that they are necessarily stupid nor incapable. They will always seek to gain the upper hand and dominate those around them so as to be able to exercise their natural tendencies; half-orcs are greedy too. They can, of course, favor their human parent more than their orcish one.

Humans:

Human characters are neither given penalties nor bonuses, as they are established as the norm upon which these subtractions or additions for racial stock are based. Human characters are not limited as to what class of character they can become, nor do they have any maximum limit — other than that intrinsic to the class — of level they can attain within a class. As they are the rule rather than the exception, the basic information given always applies to humans, and racial changes are noted for differences as applicable for non-human or part-human stocks.

Human characters are neither given penalties nor bonuses, as they are established as the norm upon which these subtractions or additions for racial stock are based. Human characters are not limited as to what class of character they can become, nor do they have any maximum limit — other

Humans are the dominant race in the AD&D® game universe, having no limits on what classes they can practice or how high a level one can attain. Note that human player characters, and only humans, may be created using a special character generation method (presented in this book) which allows the player to select the character's class before any of his or her ability scores are determined.

Before a Deck of Many Things...

RACIAL PREFERENCES
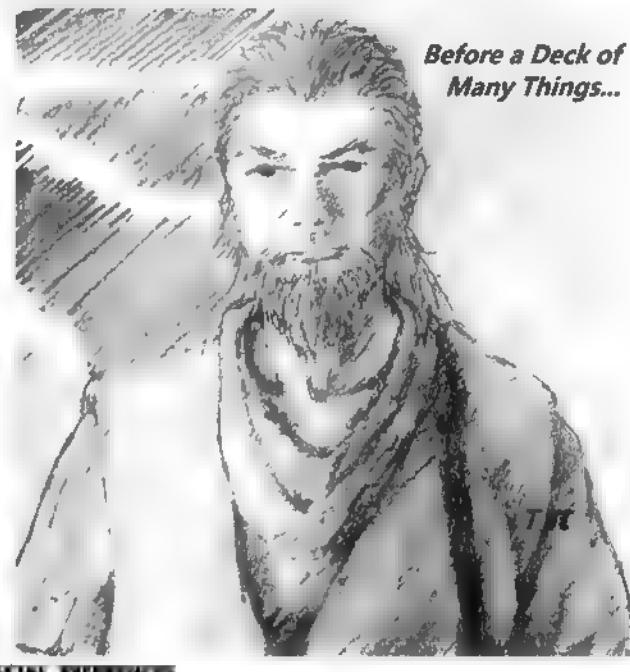
In addition to the various attributes of the races of characters already mentioned, there are also certain likes and dislikes which must be considered in selecting a racial type for your character. The dealings which a character has with various races will be affected by racial preferences to some extent. Similarly, the acquisition of hirelings by racial type might prove difficult for some characters if they go outside a narrow field. Your Dungeon Master will certainly take racial preferences into account during interaction between your character and the various races which he or she will encounter. The following table will serve as a guide in determining which races your character will like, be rather indifferent to, or dislike.

RACIAL PREFERENCES TABLE

Basic Acceptability of Racial Type

Race	DG	DH	DM	ED	EG	EH	EV	EWi	EWd	GD	GS	½E	HH	HS	HT	½O	H
DWARF																	
Gray (DG)	P	A	A	G	H	H	H	H	H	A	A	N	N	T	N	N	N
Hill (DH)	A	P	G	H	A	A	A	A	A	N	G	N	T	G	T	H	N
Mountain (DM)	A	G	P	H	A	A	A	A	A	T	T	N	T	G	T	H	N
ELF																	
Dark (ED)	G	A	A	P	H	H	A	H	H	H	A	A	A	A	A	T	N
Gray (EG)	A	A	A	H	P	G	A	T	G	N	T	G	T	T	G	A	N
High (EH)	A	A	A	H	G	P	A	N	G	T	T	G	T	T	G	A	N
Valley (EV)	A	A	A	H	A	N	N	P	N	N	G	G	T	N	N	T	A
Wild (EWi)	A	A	A	H	N	N	A	P	N	N	A	A	T	A	A	N	A
Wood (EWd)	A	A	A	H	G	G	A	N	P	N	N	G	T	T	G	A	N
GNOME																	
Deep (GD)	A	N	T	H	N	N	T	N	N	P	G	N	T	T	T	A	N
Surface (GS)	A	G	G	A	T	T	G	N	N	G	P	T	G	G	G	H	N
HALF-ELF* (½E)																	
Dark descent	T	N	N	G	A	A	N	A	A	A	N	**	A	A	A	T	N
Any other	N	N	N	A	G	G	G	A	G	N	T	P	N	N	T	A	T
HALFLING																	
Hairfoot (HH)	N	T	T	A	T	T	N	N	T	N	T	N	P	P	P	N	T
Stout (SH)	T	G	G	A	T	T	N	N	T	T	T	N	P	P	P	N	N
Tallfellow (TH)	N	T	T	N	G	G	T	T	G	N	T	G	P	P	P	N	N
HALF-ORC (½O)	N	H	H	N	A	A	A	A	A	A	H	A	N	N	A	P	T
HUMAN (H)	N	N	N	N	N	N	N	N	N	N	N	T	N	N	N	N	P

P: indicates that the race is generally *preferred*, and dealings with members of that race will be reflected accordingly.

G: indicates that considerable *goodwill* exists toward the race.

T: indicates that the race is viewed with *tolerance* and generally accepted, if not loved.

N: indicates that the race is thought of *neutrally*, when it is thought of at all, although some suspicion will be evident.

A: indicates that the race will be greeted with *antipathy*.

H: indicates a strong *hatred* for the race in question.

Notes on the Racial Preferences Table:

Column headings are abbreviations for racial types, reading from left to right in the same order that the table entries are given from top to bottom. The entries in a certain row represent how members of that race or sub-race generally view characters of each race. Some relationships are not reciprocal; for instance, dark elves regard all halflings with antipathy, while tallfellow halflings are generally neutral in their feelings about dark elves.

With regard to the reactions of races other than elves, half-elves are considered as a specific racial type. However, elves will react to half-elves as if the half-elf were either a half-elf or a full-blooded elf of the same racial type as the half-elf's non-human ancestor, whichever is the more negative reaction.

...After a Deck of Many Things...

CHARACTER CLASSES (Descriptions, Functions, Levels)

CHARACTER CLASSES TABLE I: HIT DICE, SPELL ABILITY, AND CLASS LEVEL LIMIT

Character	Type	Hit Dice	Spell Ability	Class Level Limit
CAVALIER	d10[1]	10	no	none
Paladin	d10[1]	9	yes[2]	none
CLERIC	d8	9	yes	none
Druid	d8	15	yes	23 (Hierophant of the Cabal)
FIGHTER	d10	9	no	none
Barbarian	d12	8	no	none
Ranger	d8[3]	10 (+1)[3]	yes[4]	none
MAGIC-USER	d4	11	yes	none
Illusionist	d4	10	yes	none
THIEF	d6	10	no[5]	none
Acrobat	d6	12	no	none
Assassin	d6	15	no[5]	15 (Grandfather of Assassins)
MONK	d4[6]	17 (+1)[6]	no	17 (Grand Master of Flowers)
BARD	d6	10	yes	23 (Master Bard 23rd)

Notes Regarding Character Classes Table I.:

1· The cavalier and the paladin have a hit-point range of 4-13 points at 1st level, generated by either 3d4 + 1 or d10 + 3 depending upon the social standing of the character at the start of his or her career. See the description of the cavalier class hereafter for particulars.

2· Starting at 9th level, the paladin gains clerical spell ability, and may eventually cast spells of up to the 4th level of power.

3: The ranger begins with two eight-sided hit dice (2d8) and thereafter goes up one die per level, to a maximum of 11 hit dice at the 10th level of experience.

4: Starting at 8th level, the ranger gains druidic spell ability, and may eventually cast druidic spells of up to the 3rd level of power. Starting at 9th level, the ranger gains magic-user spell ability, and may eventually cast magic-user spells of up to the 2nd level of power.

5· Thieves of 10th level or higher and assassins of 12th level or higher gain the ability to read magic-users' (and illusionists') spells from scrolls.

6: The monk begins with two four-sided hit dice (2d4) and thereafter goes up one die per level, to a maximum of 18 hit dice at the 17th level of experience.

CHARACTER CLASSES TABLE II: ARMOR AND WEAPONS PERMITTED

Class of Character	Armor	Shield	Weapons	Oil	Poison
CAVALIER	any[1]	any	any[1]	no[2]	only if evil
Paladin	any[1]	any	any[1]	no[2]	never
CLERIC	any	any	club, flail, hammer, mace, staff, lasso, sap, staff sling	yes	only if evil
Druid	leather or padded	wooden	aklys, club, dagger, dart, garrot, hammer, lasso, sap, sling, scimitar, spear, staff, staff sling, sword (khopesh), whip	yes	DM's option
FIGHTER	any	any	any	yes	DM's option
Barbarian	any[3]	any	any	yes	DM's option
Ranger	any	any	any	yes	DM's option
MAGIC-USER	none	none	caltrop, dagger, dart, knife, sling, staff	yes	DM's option
Illusionist	none	none	caltrop, dagger, dart, knife, sling, staff	yes	DM's option
THIEF	leather, studded leather, padded, or elfin chain[4]	none	bow (short), caltrop, club, crossbow (hand), dagger, dart, garrot, knife, sap, sling, sword (broad), sword (falchion), sword (long), sword (short)	yes	DM's option
Acrobat	as thief	none	as thief, plus lasso and staff	yes	DM's option
Assassin	as thief	yes[5]	any	yes	yes
MONK	none	none	aklys, atlatl, axe (hand), bo stick, caltrop, club, crossbow (any), dagger, garrot, javelin, jo stick, knife, lasso, pole arm (any), sap, spear, staff, sword (falchion)	no	DM's option
BARD	leather, studded leather, padded, ring mail, elfin chain, or magical chain mail	none	club, dagger, dart, garrot, javelin, knife, lasso, sap, scimitar, sling, spear, staff, sword (bastard), sword (broad), sword (falchion), sword (long), sword (short)	yes	only if evil

Notes Regarding Character Classes Table II:

1: A cavalier or a paladin will not wear leather, padded, or studded leather armor, because such garb is beneath the character's station. Similarly, a cavalier or a paladin will not use pole arms, missile weapons, or other types of arms that are commonly associated with the lower social classes. See the description of the cavalier class hereafter for particulars.

2: The use of oil in personal combat is unacceptable to the cavalier and the paladin, but such characters may use oil in siege warfare.

3: A barbarian can wear any sort of armor, but does not gain the full benefit of the dexterity bonus of the class if the armor worn is of the bulky or fairly bulky variety.

4: A thief attired in anything other than leather armor must take adjustments to his or her chances of success in performing certain thieving functions. See *Thieves Table II* hereafter for particulars.

5: An assassin cannot use a shield during a melee round in which the character is engaged in the act of assassination.

General notes: Weapons not permitted to a character of a certain class may be picked up and used, but the non-proficiency penalty for that class will always apply (using the most severe penalty applicable for multi-classed characters) — and such non-permitted weapons may not be kept and carried by the character for use later.

Characters of under 5' in height cannot effectively employ a long bow or any weapon over 12' in length. Likewise, characters of less than 100 pounds body weight cannot use a heavy crossbow, any pole arm weighing more than 200 gp, or a two-handed sword. These prohibitions override the stipulation in the preceding note; the non-proficiency penalty is immaterial, since these weapons cannot be wielded at all.

Notes Regarding Character Classes Table I.:

Class of Character is self-explanatory. Multi-classes have been omitted, but certain facts pertaining to them are given hereafter.

Hit Dice Type shows the type of die to be rolled by a character of the appropriate class at each level of experience (q.v.) he or she has gained so as to determine how many hit points (q.v.) the character has. Multi-classed characters determine their hit points as follows:

1. Roll the hit die (or dice) appropriate to each class the character is professing.

2. Total the sum of all dice so rolled, and adjust for *constitution* (q.v.).

3. Divide the total by the character's classes (two or three), dropping fractions under ½, rounding fractions of ½ or greater upwards to the next whole number.

4. The number derived (quotient) is the number of hit points the multi-classed character gains with the rise in that experience level.

Note that when multi-classed characters are no longer able to progress in any given class, they no longer gain the hit dice for that class. (See **CHARACTER HIT POINTS**).

Maximum Number of Hit Dice assumes that the character has no racial limitation to prevent rise commensurate with the number of hit dice. Note that additional *hit points* are still gained with increase in level, even though no additional *hit dice* can be, in those cases where there is no class (or race) level limit. (See **CHARACTER HIT POINTS.**)

Spell Ability simply indicates whether or not the class of character is able to employ spells. (For details of spells see **CHARACTER SPELLS.**)

Class Level Limit tells how high in levels the character can progress in the class in question. As shown, most character classes do not have any upper limit, although racial limitations might affect non-human or semi-human characters.

CHARACTER CLASSES (Descriptions, Functions, Levels)

Character class refers to the profession of the player character. The approach you wish to take to the game, how you believe you can most successfully meet the challenges which it poses, and which role you desire to play are dictated by character class (or multi-class). *Clerics* principally function as supportive, although they have some offensive spell power and are able to use armor and weapons effectively. *Druids* are a sub-class of cleric who operate much as do other clerics, but they are less able in combat and more effective in wilderness situations. *Fighters* generally seek to engage in hand-to-hand combat, for they have more hit points and better weaponry in general than do other classes. *Paladins* are fighters who are lawful good (see **ALIGNMENT**). At higher levels they gain limited clerical powers as well. *Rangers* are another sub-class of fighter. They are quite powerful in combat, and at upper levels gain druidic and magic spell usage of a limited sort. *Magic-users* cannot expect to do well in hand-to-hand combat, but they have a great number of magic spells of offensive, defensive, and informational nature. They use magic almost exclusively to solve problems posed by the game. *Illusionists* are a sub-class of magic-user, and they are different primarily because of the kinds of spells they use. *Thieves* use cunning, nimbleness, and stealth. *Assassins*, a sub-class of thief, are quiet killers of evil nature. *Monks* are aesthetic disciples of bodily training and combat with bare hands. Each class is detailed fully in succeeding paragraphs. It is up to you to select what class you desire your character to be. Selection must be modified by abilities generated and possibly by the race of your character.

The following tables will enable you to determine the major differences between character classes at a glance. Specific comparisons must be done in light of the detailed information given in the sections which discuss the individual classes in question. Note that non-human and semi-human race characters who are multi-classed are typically bound by the limitations of the thief class only. That is, a fighter/magic-user can benefit from both armor, weaponry and spells; a fighter/thief is limited by the constraints of the thief class
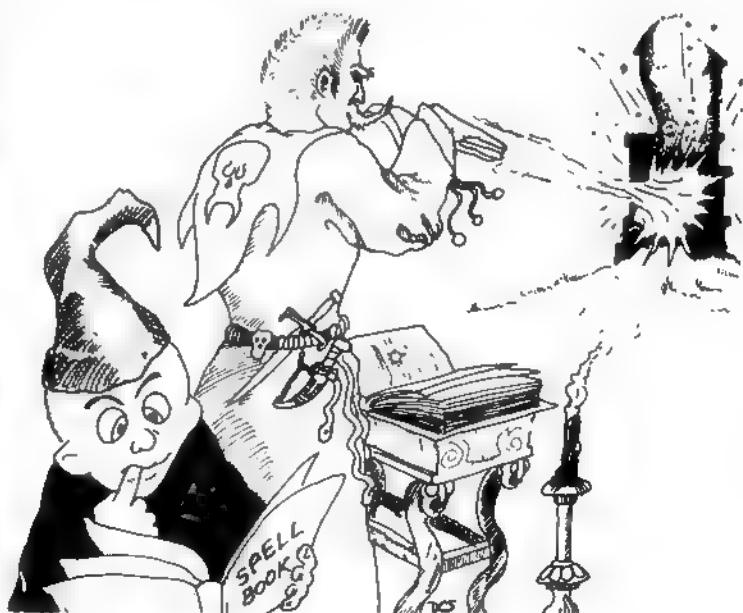
The Cleric

As has been stated previously in the section detailing **CHARACTER ABILITIES**, the principal attribute of a cleric is wisdom. A character must have a minimum wisdom ability score of 9 (13 if a multi-classed half-elven cleric but 9 if a multi-classed half-orc cleric). If wisdom ability is greater than 15, the character adds 10% to experience (q.v.) awarded to him or her by the referee. Example: A cleric character gains an award of 975 experience points from the DM after a successful adventure. Because the character has a wisdom ability score in excess of 15, he or she then adds 98 experience points (975 X .10 = 97.5, or 98 E P) to the 975, for a total of 1,073 E.P. Of course, a cleric will benefit in other ways by having a high wisdom score. He or she gains bonus spells from high wisdom, as well as a better chance to avoid the effects of certain magical attacks.

High ability scores in strength and constitution are also desirable for a character of this class, and good dexterity is likewise of benefit.

This class of character bears a certain resemblance to religious orders of knighthood of medieval times. The cleric has an eight-sided die (d8) per level to determine how many hit points (q.v.) he or she has. The cleric is dedicated to a deity, or deities, and at the same time a skilled combatant at arms. The cleric can be of any alignment (q.v.) save (true) neutral (see Druid hereafter) alignment, depending upon that of the deity the cleric serves. All clerics have certain holy symbols which aid them and give power to their spells. All are likewise forbidden to use edged and/or pointed weapons which shed blood. All clerics have their own spells, bestowed upon them by their deity for correct and diligent prayers and deeds.

A study of the spells usable by clerics (see **CHARACTER SPELLS**) will convey the main purpose of the cleric. That is, the cleric serves to fortify, protect, and revitalize. The cleric also has a limited number of attack spells, some of which are simply the reverse form of curative incantations. Note that all spells must be spoken or read aloud. In addition, the cleric has the ability to wear armor, carry effective weaponry, and engage in hand-to-hand (melee) combat with a reasonable chance of success. Another important attribute of the cleric is the ability to turn away (or actually command into service) the undead and less powerful demons and devils.

The undead are: ghasts, ghosts, ghouls, liches, mummies, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. These creatures, as well as demons and devils, are detailed in **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**. The matrix showing what effect clerics of various levels have upon such creatures is for use by the Dungeon Master only. As a rule of thumb, a cleric is effective against any undead monster whose hit dice are not greater than those of the cleric. Only high level clerics have any hope of driving away or influencing demons or devils.

Only humans will normally have clericism as their sole class; thus they are the only clerics with unlimited advancement in level.

Clerics have nearly as good a prospect of success in melee combat as fighters (the best in such situations). They move upwards in combat ability in steps consisting of three ability levels. Similarly, they make saving throws (q.v.) against magical and poison attacks in like steps.

Clerics can employ a fair number of magic items including most potions; clerical and "protection" scrolls; most rings; some wands, rods, and staves; many other magical items; and all of the non-edged, non-pointed magical weaponry. As they are able to wear armor, clerics can employ all forms of magic armor and magic shields, too.

When a cleric achieves 8th level (Patriarch or Matriarch) he or she automatically attracts followers if the cleric establishes a place of worship — a building of not less than 2,000 square feet in floor area with an altar, shrine, chapel, etc These followers are fanatically loyal and serve without pay so long as the cleric does not change deities and/or alignment. These followers number between 20 and 200 (2d10, totaled, and multiplied by 10). In addition, there will be followers who are men-at-arms (q.v.), and your referee will relay the types and numbers at the appropriate time.

Upon reaching 9th level (High Priest or High Priestess), the cleric has the option of constructing a religious stronghold. This fortified place must contain a large temple, cathedral, or church of not less than 2500 square feet on the ground floor. It can be a castle, a monastery, an abbey or the like. It must be dedicated to the cleric's deity (or deities). The cost of

construction will be only one-half the usual for such a place because of religious help. If the cleric then clears the surrounding territory and humans dwell in this area, there will be a monthly revenue of 9 silver pieces per inhabitant from trade, taxation, and tithes.

CLERICS TABLE I

Experience Points	Experience Level	Dice for Accumulated Hit Points	Level Title
0—1,500	1	1	Acolyte
1,501—3,000	2	2	Adept
3,001—6,000	3	3	Priest
6,001—13,000	4	4	Curate
13,001—27,500	5	5	
27,501—55,000	6	6	Canon
55,001—110,000	7	7	Lama
110,001—225,000	8	8	Patriarch
225,001—450,000	9	9	High Priest
450,001—675,000	10	9+2	High Priest (10th level)
675,001—900,000	11	9+4	High Priest (11th level)

225,000 experience points per level for each additional level beyond the 11th.

Clerics gain 2 h.p. per level after the 9th.

SPELLS USABLE BY CLASS AND LEVEL — CLERICS

Cleric Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1*	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1**
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

*Usable only by clerics of 17 or greater wisdom
**Usable only by clerics of 18 or greater wisdom

The Druid

The druid is a sub-class of clerics. They are the only absolute neutrals (see **ALIGNMENT**), viewing good and evil, law and chaos, as balancing forces of nature which are necessary for the continuation of all things. As priests of nature, they must have a minimum wisdom of 12 and a charisma of 15. Both of these major attributes must exceed 15 if a druid is to gain a 10% bonus to earned experience

It will be noted that the spells usable by druids are more attuned to nature and the outdoors than are the spells of other clerics or magic-users.

Nonetheless, druids serve to strengthen, protect, and revitalize as the usual cleric does. The more powerful druidic spells, as well as their wider range of weaponry, make up for the fact that druids are unable to use any armor or shields other than leather armor and wooden shields (metallic armor spoils their magical powers) They must speak or read spells aloud Due to their involvement with living, growing things, druids have no power to turn or control undead, demons, or devils.

Druids can be visualized as medieval cousins of what the ancient Celtic sect of Druids would have become had it survived the Roman conquest. They hold trees (particularly oak and ash), the sun, and the moon as deities. Mistletoe is the holy symbol of druids, and it gives power to their spells. They have an obligation to protect trees and wild plants, crops, and to a lesser extent, their human followers and animals. Thus, druids will never destroy woodlands or crops no matter what the circumstances. Even though a woods, for example, were evilly hostile, druids would not destroy it, although nothing would prevent them from changing the nature of the place if the desire and wherewithal existed. In similar fashion, they avoid slaying wild animals or even domestic ones except as necessary for self-preservation and sustenance.

If druids observe any creature destroying their charges, the druids are unlikely to risk their lives to prevent the destruction. Rather, it is probable that the druids will seek retribution and revenge at a later date as opportunity presents itself

In connection with their nature worship, druids have certain innate powers which are gained at higher level. At 3rd level (Initiate of the 1st Circle), a druid gains the following abilities:

1. Identification of plant type

2. Identification of animal type

3. Identification of pure water

4. Power to pass through overgrown areas (undergrowth of tangled thorns, briar patches, etc.) without leaving a discernible trail and at normal movement rate (q.v.)

At 7th level (Initiate of the 5th Circle), the following additional powers are gained:

1. Immunity from charm spells cast by any creature basically associated with the woodlands, i.e. dryads, nixies, sylphs, etc.

2. Ability to change form up to three times per day, actually becoming, in all respects save the mind, a reptile, bird or mammal

   A. Each type of creature form can be assumed but once per day.

   B. The size of creature form assumed can vary from as small as a bullfrog, bluejay, or bat to as large as a large snake, an eagle, or a black bear (about double the weight of the druid)

   C. Each assumption of a new form removes from 10% to 60% (d6, multiply by 10) of the hit points of damage, if any, the druid has sustained prior to changing form.

Druids have their own secret language, and all speak it in addition to their other tongues (alignment, common, and others known). Upon becoming a 3rd level druid (Initiate of the 1st Circle), and with each level increase thereafter, a druid gains a language of his choice: centaur, dryad, elvish, faun, gnome, green dragon, hill giant, lizardman, manticore, nixie, pixie, sprite, treantish

DRUIDS (CLERICS) TABLE I.

Experience Points	Experience Level	Dice for Accumulated Hit Points	Level Title
0 — 2,000	1	1	Aspirant
2,001 — 4,000	2	2	Ovate
4,001 — 7,500	3	3	Initiate of the 1st Circle
7,501 — 12,500	4	4	Initiate of the 2nd Circle
12,501 — 20,000	5	5	Initiate of the 3rd Circle
20,001 — 35,000	6	6	Initiate of the 4th Circle
35,001 — 60,000	7	7	Initiate of the 5th Circle
60,001 — 90,000	8	8	Initiate of the 6th Circle
90,001 — 125,000	9	9	Initiate of the 7th Circle
125,001 — 200,000	10	10	Initiate of the 8th Circle
200,001 — 300,000	11	11	Initiate of the 9th Circle
300,001 — 750,000	12	12	Druid
750,001 — 1,500,000	13	13	Archdruid
1,500,001 — 3,000,000	14	14	**The Great Druid**
3,000,001 — 3,500,000	15	15	**The Grand Druid**
1 — 500,000	16	15 + 1	Hierophant Druid
500,001 — 1,000,000	17	15 + 2	Hierophant Initiate
1,000,001 — 1,500,000	18	15 + 3	Hierophant Adept
1,500,001 — 2,000,000	19	15 + 4	Hierophant Master
2,000,001 — 2,500,000	20	15 + 5	Numinous Hierophant
2,500,001 — 3,000,000	21	15 + 6	Mystic Hierophant
3,000,001 — 3,500,000	22	15 + 7	Arcane Hierophant
3,500,001 and up	23	15 + 8	Hierophant of the Cabal

In melee combat, druids fight as clerics, but they do suffer somewhat from their inability to wear protective armor of metal They likewise make saving throws (q.v.) as clerics, but against fire and lightning (electrical) attacks they get a bonus of +2 on their dice rolls.

Druids can use those magic items not otherwise proscribed which are for all classes and those for regular clerics which are not written, i.e. books and scrolls.

At the upper levels there are only a limited number of characters. At 12th level (Druid) there can be but nine of these nature priests. Each such 12th level druid is the leader of a body of lesser druids and will have an entourage of three of their underlings, i.e. the lowest (in experience) Druid (12th level) will have three Aspirants (1st level) to serve him or her, while the highest (in experience) will have three Initiates of the 7th Circle (9th level). Initiates of the 8th and 9th Circles are under direct supervision of the three Archdruids and The Great Druid respectively.

Above all other druids is a lone figure, The Great Druid. The supreme druid is always attended by nine Initiates of the 9th Circle.

(Note: It is possible that other henchmen and hirelings, as well as worshippers, will be found with any particular druid. All servitors of upper-level druids are faithful protectors. They are not otherwise considered henchmen (q.v.) per se.)

SPELLS USABLE BY CLASS AND LEVEL — DRUIDS (CLERICS)

Druidic Level	Spell Level						
	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1	-
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3

At such time as a druid class player character attains experience points sufficient to advance him or her to Druid (12th level), the corresponding powers are gained only

1. If there are currently fewer than nine other characters of Druid level, or

2. The player character bests one of the nine Druid level characters in spell or hand-to-hand combat. If the combat is not mortal, the losing combatant drops the exact number of experience points necessary to place him or her in the beginning of the next lower level.

If the player character succeeds, he or she becomes a Druid, with full powers, and the former Druid (assuming case 2, above) becomes an Initiate of the 9th Circle. If the player character loses, he or she remains at lower level and actually has fewer experience points in the bargain.

This process is repeated with respect to a Druid becoming an Archdruid and for an Archdruid becoming the Great Druid. Multiple attempts to move upwards are possible as long as the character survives.

Druids as a class do not dwell permanently in castles, or even in cities or towns. All druids prefer to live in sacred groves, dwelling in sod, log, or stone buildings of smallish size. When attaining levels above the 11th, characters will generally inhabit building complexes set in woodlands and similar natural surroundings.

A study of the information pertaining to druids will reveal that there must be something above The Great Druid (14th level), for each area or land can have its own druid of this sort. Ranking even higher is the Grand Druid. This druid has 3,000,001 or more experience points, is 15th level, and is attended by 9 druids of special sort having nothing to do with the hierarchy of any specific area or land. Thus, any character of druid level may, in fact, journey to seek the Grand Druid and ask to serve him.

The Grand Druid knows 6 spells of each level and is also able to cast up to six spell levels as one or more additional spells (one 6th-level spell, six 1st-level spells, or any other combination that adds up to six levels). Three Archdruids (13th level characters) roam the world as messengers and agents of the Grand Druid. These individuals are drawn from his personal attendants who reach the level of Archdruid. Each of them has four additional spell levels.

The Grand Druid is the ultimate overseer of druidical activity. Undoubtedly, such a position is demanding, thankless, and typically unexciting for all except politicians. After a few hundred thousand experience points worth of such activity, any adventurer worthy of the appellation should be ready for something else.

Those willing to relinquish their lofty station may do so after attaining only 500,000 additional experience points. Thus, any time after amassing at least 3,500,001 experience points, a Grand Druid can seek a successor. If such is found, the individual may then abdicate his or her position and enter practice of the Hierophant disciplines.

Upon stepping down as the chief theocrat, the former Grand Druid character must relinquish the 6 spell levels of bonus spells and all experience points above the 3,500,001 minimum, and further forfeits the 3,500,000 — effectively going down to 1 experience point and begining to rise in points again according to the table below. The druid is now known as a 16th level *Hierophant Druid* and may rise to as high as 23rd level in this new category (usually through self-training).

Spell abilities: For druids of 16th level and above, all spell-casting abilities remain at 15th-level maximums (6 spells of each level, 1st through 7th). No bonus spell levels are awarded, as noted above for the Grand Druid and his special agents, but casting level rises according to experience level. Rather than spells, spell-like powers are acquired as detailed below.

16th level — The character gains these powers:

Immunity to all natural poisons (ingested or insinuated animal or vegetable poisons, including "monster" poisons, but not mineral poisons or poison gas).

Extra longevity equal to level as expressed in decades (16th level = 160 additional years).

Vigorous health, equivalent to being in the prime of life.

And, the ability to alter his appearance at will. Appearance alteration is accomplished in 1 segment, with height and weight decrease/increase of 50% possible, apparent age from child to very old, and body and facial features of any human or humanoid sort. This alteration is non-magical, so it cannot be detected short of *true seeing* or the like.

17th level — The character gains the ability to actually hibernate, suspend animation (same length as longevity — no aging), enter the Elemental Plane of Earth at will (1 round transference time), and *conjure water elemental* (see "Elemental conjuring spells" hereafter). This ability, and all other conjuring abilities gained by Hierophant Druids, may be used once per day.

18th level — The character gains the ability to enter the Elemental Plane of Fire (as Earth, above) and to *conjure air elemental.*

19th level — The character gains the ability to enter the Elemental Plane of Water (as Earth, above) and to *conjure magma/smoke para-elemental.*

20th level — The character gains the ability to enter the Elemental Plane of Air (as Earth) and to *conjure ice/ooze para-elemental.*

21st level — The character gains the ability to enter the Para-Elemental Planes.

22nd level — The character gains the ability to enter the Plane of Shadow.

23rd level — The character gains the ability to enter any of the Inner Planes, roam Inner Plane Probability Lines (the 7th Dimension), and dwell on the Plane of Concordant Opposition (all as for the Plane of Earth, above).

Entering a plane — Essentially, the ability to enter also confers the ability to survive there. Consider the environment as natural to the character. There is no time limit for remaining on such a plane.

Elemental conjuring spells: The reader is referred to the description for *conjure fire elemental* on pages 61-62 of the Players Handbook. The results described for this spell are correct. However, the results described for *conjure earth elemental* (page 63) are not. Use the following tables, and adjust the results according to the desire of the conjuring character, using the character's level as a percentage chance of that character's success at actually conjuring up a particular type. For example, a Numinous Hierophant (20th level) has a 20% chance of being able to conjure a desired creature type. If the dice roll in such a case is 21 or higher, ignore the desired result and determine the creature(s) conjured from the appropriate table. Note that this chance to override the dice roll only applies to druids of 16th level or higher.

Individuals conjured (any single-creature result) will have as many extra hit points added to their total as the conjurer has levels, subject to the maximum number of hit points for that ilk. Regardless of alignment and temperament, all conjured creatures will obediently and selflessly serve the Hierophant.

Fire: 01-85 = 16 HD fire elemental
86-94 = 2-4 salamanders
95-98 = 1 efreeti
99-00 = 21-24 HD fire elemental

Earth: 01-85 = 16 HD earth elemental
86-94 = 2-4 xorn
95-98 = 1 dao
99-00 = 21-24 HD earth elemental

Water: 01-85 = 16 HD water elemental
86-94 = 7-12 tritons (5th-8th level) on hippocampi
95-98 = 1 marid
99-00 = 21-24 HD water elemental

Air: 01-85 = 16 HD air elemental
86-94 = 2-4 invisible stalkers
95-98 = 1 djinni
99-00 = 21-24 HD air elemental

Para-Elemental, any: 01-85 = 16 HD para-elemental
86-95 = Special (see below)
96-00 = 21-24 HD para-elemental

Special: 5-8 lava children, 5-8 winter wolves, 21-24 mud-men, 21-24 vapor rats, or similar creatures, as appropriate to the plane in question.

BARDS

As this character class subsumes the functions of two other classes, fighters and thieves, and tops them off with magical abilities, it is often not allowed by Dungeon Masters. Even though this presentation is greatly modified from the original bard character class, it is offered as supplemental to the system, and your DM will be the final arbiter as to the inclusion of bards in your campaign.

A bard must have scores of 15 or better in the following abilities: *strength, wisdom, dexterity* and *charisma.* Furthermore, a bard must have at least a 12 score in *intelligence* and a 10 in *constitution.*

A bard must be human or half-elven.

Bards begin play as *fighters,* and they must remain exclusively fighters until they have achieved at least the 5th level of experience. Anytime thereafter, and in any event prior to attaining the 8th level, they must change their class to that of *thieves.* Again, sometime between 5th and 9th level of ability, bards must leave off thieving and begin clerical studies as *druids;* but at this time they are actually bards and under druidical tutelage. Bards must fulfill the requirements in *all* the above classes before progressing to Bards Table I. They must always remain neutral, but can be chaotic, evil, good or lawful neutral if they wish.

Notes Regarding Bards Table I:

Experience Points are strictly those gained as a bard, all previously earned are not considered here.

Experience Level is likewise that of the bard class only. There is no level beyond the 23rd. The bard gains druidic powers as a druid of the same level, with the exception of druidic spells as explained below.

6-sided Dice for Accumulated Hit Points shows an asterisk after the initial "0" to indicate that the bard has as many hit dice as he or she has previously earned as a fighter (plus the possible addition of those earned as a thief if that class level exceeds the class level of fighter). All bard hit dice (and additional hit points) are additions to existing hit dice — none are lost for becoming a bard.

Number of Spells by Druid Spell level shows the number and level of druid (cleric) spells which the bard is able to use during one day. The bard selects which spells he or she wishes to have for that day (praying to see if his god will grant them) and casts them exactly as a druid of that level would, but never beyond the 12th level of druid ability until the 23rd level is reached. 23rd level bards cast their spells at 13th level druid ability. Bards can read scrolls which contain druid spells.

Note: If bards are permitted in your campaign, there is a possibility that your DM will also include certain magical items usable only by bards.

Bards Table I:

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title	1	2	3	4	5
0 — 2,000	1	0*	Rhymer	1	-	-	-	-
2,001 — 4,000	2	1	Lyrist	2	-	-	-	-
4,001 — 8,000	3	2	Sonnateer	3	-	-	-	-
8,001 — 16,000	4	3	Skald	3	1	-	-	-
16,001 — 25,000	5	4	Racaraide	3	2	-	-	-
25,001 — 40,000	6	5	Jongleur	3	3	-	-	-
40,001 — 60,000	7	6	Troubador	3	3	1	-	-
60,001 — 85,000	8	7	Minstrel	3	3	2	-	-
85,001 — 110,000	9	8	Muse	3	3	3	-	-
110,001 — 150,000	10	9	Lorist	3	3	3	1	-
150,001 — 200,000	11	10	Bard	3	3	3	2	-
200,001 — 400,000	12	10+1	Master Bard	3	3	3	3	-
400,001 — 600,000	13	10+2	M. Bard 13th	3	3	3	3	1
600,001 — 800,000	14	10+3	M. Bard 14th	3	3	3	3	2
800,001 — 1,000,000	15	10+4	M. Bard 15th	3	3	3	3	3
1,000,001 — 1,200,000	16	10+5	M. Bard 16th	4	3	3	3	3
1,200,001 — 1,400,000	17	10+6	M. Bard 17th	4	4	3	3	3
1,400,001 — 1,600,000	18	10+7	M. Bard 18th	4	4	4	3	3
1,600,001 — 1,800,000	19	10+8	M. Bard 19th	5	4	4	4	3
1,800,001 — 2,000,000	20	10+9	M. Bard 20th	5	4	4	4	4
2,000,001 — 2,200,000	21	10+10	M. Bard 21st	5	5	4	4	4
2,200,001 — 3,000,000	22	10+11	M. Bard 22nd	5	5	5	4	4
3,000,001 — up	23	10+12	M. Bard 23rd	5	5	5	5	5

*See notes hereafter.

Bards Table II:

Level of Experience	College	Additional Languages Known	Charm Percentage	Legend Lore and Item Knowledge Percentage
1	(Probationer)	0*	15%	0%
2	Fochlucan	0	20%	5%
3	Fochlucan	0	22%	7%
4	Fochlucan	1	24%	10%
5	Mac-Fuirmidh	0	30%	13%
6	Mac-Fuirmidh	1	32%	16%
7	Mac-Fuirmidh	1	34%	20%
8	Doss	0	40%	25%
9	Doss	1	42%	30%
10	Doss	1	44%	35%
11	Canaith	0	50%	40%
12	Canaith	1	53%	45%
13	Canaith	1	56%	50%
14	Cli	0	60%	55%
15	Cli	1	63%	60%
16	Cli	1	66%	65%
17	Anstruth	0	70%	70%
18	Anstruth	1	73%	75%
19	Anstruth	1	76%	80%
20	Ollamh	1	80%	85%
21	Ollamh	1	84%	90%
22	Ollamh	1	88%	95%
23	Magna Alumnae	1	95%	99%

Notes Regarding Bards Table II:

College is the important distinction to a bard, and he or she will not associate with a bard of a lesser college. The exception to this rule are the Magna Alumnae who will happily aid (by advice and suggestion) any other bard of any level.

Additional Languages Known shows the number of new languages the character gains upon achieving each level. Unlike other characters, the bard need not study to learn these new tongues — this is subsumed as previous work. The asterisk at 1st level is there to indicate that the character already knows certain languages from previous classes.

Charm Percentage is the chance the bard has of successfully casting a charm person (or charm monster) spell with his or her music. This charming ability does not negate any immunities or the saving throw versus magic.

Legend Lore and Item Knowledge Percentage shows the chance that the bard has of knowing something about a legendary person, place or thing or of knowing what a particular magic item is. The latter ability is limited to weapons, armor, potions, scrolls, and those items of magical nature which the bard can employ or which bear magical inscriptions; for all bards know runes, glyphs, characters, symbols, etc. Naturally, any knowledge gained by bards while in their former classes is also retained at all levels.

Bards Table III: Armor and Weapons Permitted

Armor	Shield	Weapons*	Oil	Poison
leather or magical chainmail only	none	club, dagger, dart, javelin, sling, scimiter, spear, staff, sword**	yes	never (except by neutral evil bards)

*includes any magical weapons of the named type
**bastard, broad, long, short

A bard always engages in combat at the level he or she attained as a fighter. A bard is able to function as a thief of the level previously attained. All saving throws are made on the most favorable table, with the actual bard level considered as that of a druid. He or she must always have a stringed instrument.

The bard's poetic ability raises the morale of associated creatures by 10%. It likewise can inspire ferocity in attack, so hit probability die rolls are given a bonus of +1. Both of these characteristics require 2 rounds of poetics to inspire the desired effect, i.e. 2 rounds of poetics will raise morale and cause ferocity, but 1 round will do neither. The effects last for 1 complete turn. Note that while engaged in this activity, the bard can engage in melee combat but not in any singing or spell casting.

A bard's singing and playing negates the song effects of harpies and prevents similar attacks which rely upon song. It will likewise still the noise of shriekers, for these creatures are soothed by the vibrations of the bard's instrument.

The singing and playing of the bard likewise has a chance of charming most creatures. Creatures within 4" of the bard must be diced for if they are not already associated with the bard and those possibly affected (See Table II) must save versus magic or be charmed and sit entranced while the bard sings. Note that even those creatures not charmed will listen to the bard's singing and playing for 1 full round. Charmed creatures are subject to suggestion (as if it were the spell of that name) from the bard, and if the bard implants a suggestion in his singing, the charmed creatures must save versus magic at -2 on their dice rolls or be subject to the full impact of the suggestion. Those which save are totally free of the bard's musical charming, however. The charming can be attempted on the same creature but once per day. Loud noise or physical attack will immediately negate charming, but not suggestion.

Due to training, a bard has knowledge of many legendary and magical items after 1st level of experience, and this knowledge increases as the bard progresses upwards in level. If some legendary knowledge is appropriate and the dice score indicates that the bard has knowledge in the area, then his or her ability will deliver information similar to the magic-user spell, legend lore (q.v.). Without actually touching an item, the bard also has a like chance of determining its magical properties and alignment. This latter ability is limited to:

armor
misc. weapons
misc. magic items — if usable by a druid, fighter or thief*
potions
rings
rods et al. — if usable by a druid, fighter or thief*
scrolls
swords

*unless inscribed with magical writing, in which case the bard can read what is written at the very least

Artifacts and relics are legendary in nature and not considered as miscellaneous magic items.

Except as previously noted, bards are able to use magic items which are permitted to druids, fighters and thieves. Magical books/librams/tomes which pertain to druids, fighters, or thieves are also beneficial (or baneful) to bards, and these items can raise fighting or thieving ability of a bard beyond the norm. (If a writing is baneful, treat the bard as the least favorable of his three classes.) Miscellaneous magic items of a musical nature are superior when employed by a bard:

Drums of Panic — Saving throw is made at a -1 on the die
Horn of Blasting — 50% greater damage
Lyre of Building — Double effects
Pipes of the Sewer — Double number of rats in one-half the usual time

Bards will never serve another as a henchman for longer than 1 to 4 months. They are unable to employ henchmen other than druids, fighters or thieves of human, half-elven, or elven race. It is possible for a bard to have 1 henchman upon attaining 5th level, 2 henchmen can be maintained upon reaching 8th level, 3 at 11th, 4 at 14th, 5 at 17th, 6 at 20th and any number at 23rd. This is subject to the bard's charisma rating, of course. Only bards of 23rd level will settle down and construct a stronghold of any sort.

THE CAVALIER

The character class of cavalier has no prime requisite, and as a result cavaliers do not gain experience-point bonuses for superior abilities. A cavalier must have minimum ability scores of 15 in strength, dexterity, and constitution, and scores of 10 in intelligence and wisdom. A cavalier character must initially be of good alignment (lawful good, neutral good, or chaotic good). The cavalier attacks and makes saving throws as a fighter, but gains additional abilities with certain weapons and modifiers to certain saving throws. Cavaliers and members of the paladin sub-class (see hereafter) are not entitled to the benefits of weapon specialization.

In order to become a cavalier, a character must be in service to some deity, noble, order, or special cause. The DM will determine if this requirement can be met within the limits of the campaign, and if it is properly met by the cavalier character. The cavalier must always place honor, bravery, and personal deeds in the forefront of his or her activity, and must adhere to a code of chivalry (described below).

A cavalier character must be of proper social class, and is usually of noble or aristocratic origin. Only those characters of Upper Class social status may immediately enter into the cavalier class. Those of lower social standing are generally excluded from becoming cavaliers, but certain members of lower social classes may be so honored. Such a character must be sponsored by a higher authority of greater status, and begins first as a 0-level Horseman (a retainer for a Knight), then a 0-level Lancer, and finally becomes a 1st-level Armiger of the cavalier class. The 0-level Horseman starts at -1500 experience points and has 1d4 + 1 initial hit points. The Horseman becomes a Lancer at -500 experience points and gains another d4 roll for cumulative hit points. The Lancer becomes a 1st-level cavalier at 0 experience points, and gains another d4 in hit points. In contrast, a character whose social standing qualifies him or her for immediate entrance into the cavalier class begins as a 1st-level Armiger with 1d10 + 3 hit points. The character's hit-point bonus for high constitution (if applicable) is first received at either Horseman or Armiger level, and is then applied to each additional hit die from second level on as normal. The special abilities of the cavalier class are only gained when the character attains Armiger status.

Humans, elves, and half-elves may become cavaliers. However, members of the latter two races cannot qualify unless they are of gray, dark, or high elf stock (or, for half-elves, descended from such stock) and unless they are from or sponsored by a noble house.

Cavaliers are not limited in which weapons they can use, but certain weapons are preferred over others, such that a cavalier will seek proficiency in these weapons before learning other weapons. These weapons are the lance (required of the 1st-level Armiger), long sword, broad sword, bastard sword, short sword, horseman's mace, horseman's flail, horseman's military pick, dagger, scimitar, and javelin. In addition, elven and half-elven cavaliers will prefer to use a short composite bow. Only after these weapons have been mastered may the cavalier become proficient in the use of other types. Weapons that deal out damage at a distance (including pole arms, missile weapons, and the two-handed sword) call into question the cavalier's personal bravery, and as such are avoided by all except the most powerful of cavaliers. The cavalier may use these questionable weapons at normal non-proficiency penalties, but their use may violate the character's chivalric code.

The cavalier gains bonuses "to hit" with certain weapons as he or she advances in level. These "weapons of choice" and their attendant bonuses are:

— At 1st level, the cavalier is +1 "to hit" with the lance, if used while mounted.
— At 3rd level, the cavalier is +1 "to hit" with either the broad sword, long sword, or scimitar (player's choice).
— At 5th level, the cavalier is +1 "to hit" with either the horseman's mace, horseman's flail, or horseman's military pick (player's choice).
— At 7th level, the cavalier is +2 "to hit" with the lance, if used while mounted.

— At 9th level, the cavalier is +2 "to hit" with either the broad sword, long sword, or scimitar (depending upon what was chosen at 3rd level).
— At 11th level, the cavalier is +2 "to hit" with the horseman's mace, horseman's flail, or horseman's military pick (depending upon what was chosen at 5th level).
— At 13th level, the cavalier is +3 "to hit" with the lance, if used while mounted.

At higher levels, the progression described above increases in a similar fashion. The plus "to hit" does not apply to damage, and does not allow the cavalier to hit creatures that can only be hit by magic weapons. Note that the higher plusses must be taken in the same weapon as chosen at lower levels, so that any cavalier has effectively three "weapons of choice." (A cavalier cannot be +1 with the long sword and +2 with the scimitar at 9th level, but would be +2 with the long sword if that was the weapon chosen at 3rd level.)

The cavalier may make multiple attacks with a "weapon of choice" as if the character were 5 levels higher than actual as far as attacks per round are concerned; e.g., a 3rd-level cavalier can attack 3 times every 2 rounds with a weapon of choice, as opposed to 1 attack per round with some other ordinary weapon. At 16th level and above, the cavalier can attack 3 times per round with a weapon of choice.

CAVALIERS TABLE I

Experience Points	Exp. Level	10-Sided Dice for Accum. Hit Points	Level Title
(-1,500 — -501)	0	1d4 + 1	Horseman)
(-501 — -1)	0	2d4 + 1	Lancer)
0 — 2,500	1	1 + 3*	Armiger
2,501 — 5,000	2	2	Scutifer
5,001 — 10,000	3	3	Esquire
10,001 — 18,500	4	4	Knight Errant
18,501 — 37,000	5	5	Knight Bachelor
37,001 — 85,000	6	6	Knight
85,001 — 140,000	7	7	Grand Knight
140,001 — 220,000	8	8	Banneret
220,001 — 300,000	9	9	Chevalier
300,001 — 600,000	10	10	Cavalier
600,001 — 900,000	11	10 + 3	Cavalier, 11th
900,001 — 1,200,000	12	10 + 6	Cavalier, 12th

* If qualification for 1st level required progression through the two 0-level grades, then hit dice for 1st level are 3d4 + 1, but in all other cases 1d10 + 3 applies.

300,000 experience points per level for each level beyond the 12th. At 13th level and above, level title is Cavalier Commander.

Cavaliers gain 3 h.p. per level after the 10th.

The lance is the preferred weapon of the cavalier, and proficiency with it is required at the first level. The cavalier has a bonus to damage equal to the character's level of experience when using a lance while mounted. When the cavalier is dismounted and using a lance, damage is + 1. A heavy lance used while dismounted is treated as an awl pike, with respect to all specifications except length, weight, and speed factor. A medium or light lance used while dismounted is treated as a spear.

A cavalier's expertise in weapons allows the cavalier to parry with weapons of proficiency more effectively than fighters can. Should a cavalier choose to parry rather than attack, all of the cavalier's "to hit" bonuses (including those due to strength, magic, and weapon of choice) can be subtracted from one attacker's die rolls. A parrying cavalier may use his or her shield to parry a second opponent's attack; a shield parry reduces the attacker's roll by 1, and by a further 1 for every "plus" of the shield, if it is magical. If the cavalier is using a shield parry as well as a weapon parry, any further attackers beyond the second may ignore the shield bonus in determining their chances "to hit." If a cavalier performs one or two parries, the cavalier cannot attack in that round, even if he or she is capable of making multiple attacks in a single round

To the cavalier, armor is a much as badge of station as it is a means of protection. Thus, a cavalier character will always seek to possess the very best and finest-quality armor the cavalier is able to own. In this endeavor, appearance is as important as function, so engraving, inlaying, and decoration of the armor will always be sought. Plate armor is the cavalier's first choice; other preferences ranking beneath that are (in order of desirability) plate mail, banded or splint mail, chain mail, scale mail, and ring mail. Leather, studded leather, and padded armor are the dress of thieves and peasants, and as such are beneath the cavalier's station, such that the cavalier will not wear these armor types. This list of preferences applies even in the case of magical armor, so that chain mail + 2 will not be worn if banded or splint mail of normal sort is available.

Mounted combat and horsemanship are special provinces of the cavalier class. A human cavalier (but not an elf or a half-elf) makes all attacks from horseback as if the character were 1 level higher. This increase applies only to horses, mounts usable as steeds by cavaliers at higher level, and those mounts approved by the DM.
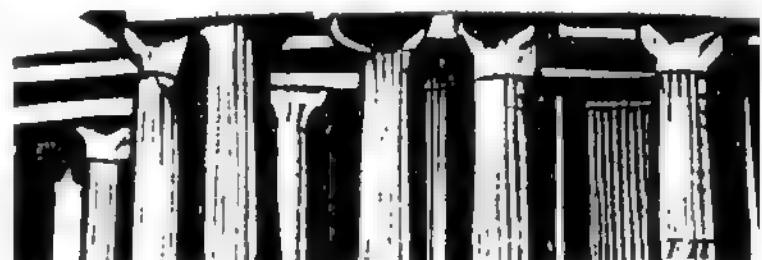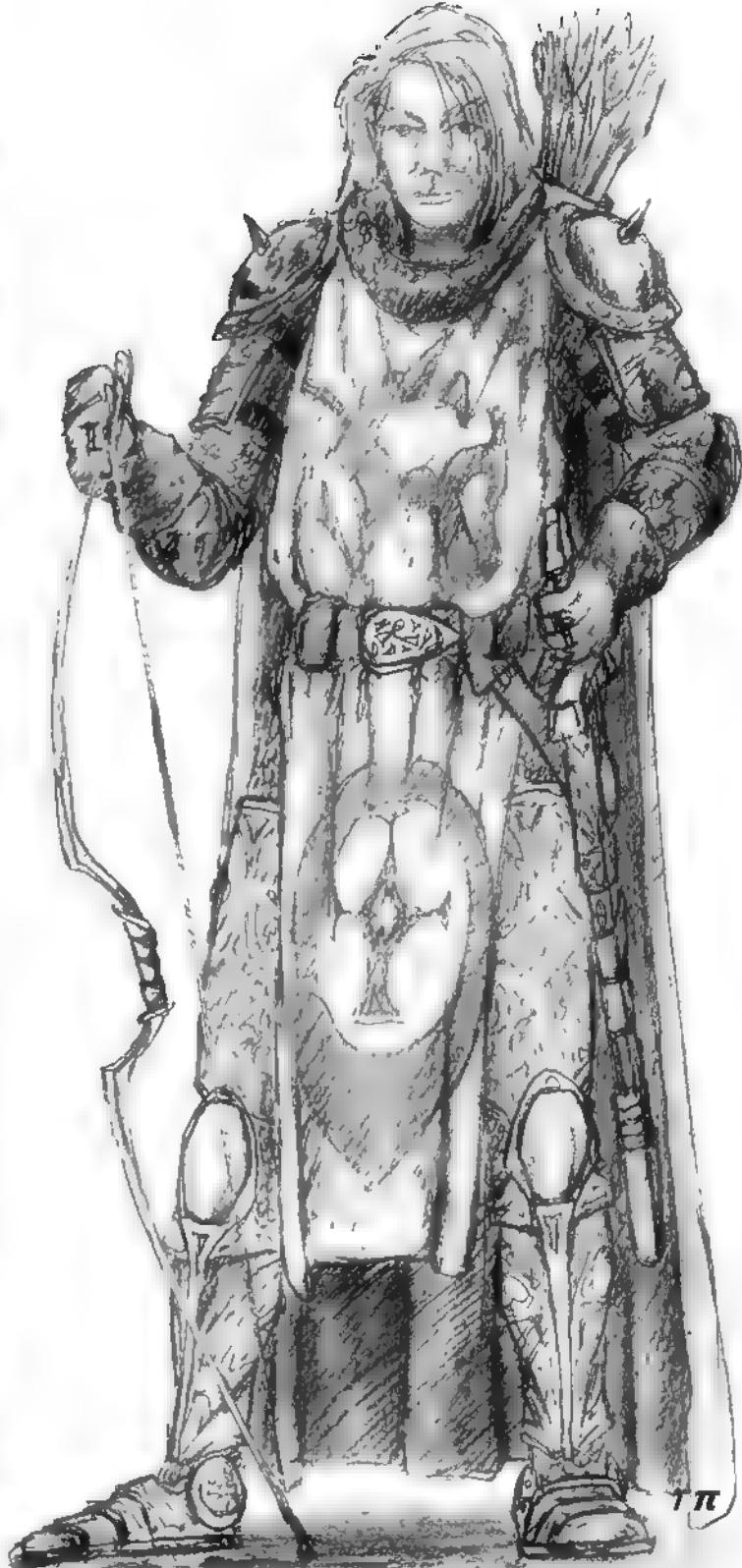
All cavaliers are virtually born and bred to the saddle, with those of lesser ability arduously trained at the 0 levels. A cavalier is 85% unlikely to be thrown from the saddle, and 85% unlikely to be injured if his or her mount falls. This chance is increased by 1% for each level above the first.

As a cavalier increases in level, he or she improves still further in horsemanship, and in the handling of other creatures as mounts. Horsemanship abilities increase as follows:

— At 3rd level, the cavalier can vault into the saddle with bulky armor and have the steed underway in a single segment.

— At 4th level, a female elven cavalier (and *only* a female elf) may handle and ride a unicorn as a steed

— At 5th level the cavalier can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate, and can be sustained for up to 6 turns. The additional speed thus gained has no ill effects upon the mount, although normal rest and feeding are always necessary.

— At 7th level the cavalier can handle and ride a pegasus as a steed.

— At 9th level, the cavalier can handle and ride a hippogriff as a steed

— At 11th level, the cavalier can handle and ride a griffon or a similar creature (DM's judgment) as a steed.

The cavalier's mount will be friendly to and will accept the cavalier as long as it is properly treated Of course, creatures of good alignment will not allow any of the evil sort to come near in these cases, and vice versa.

A cavalier's knowledge of horses (and, at higher levels, other mounts) allows the cavalier to estimate the relative worth of a steed. A cavalier can examine any mount and determine if it has low worth (one-third or fewer of the maximum possible hit points for the creature), average worth, or high worth (two-thirds or better of the maximum possible hit points). Any steed selected by a cavalier will have +2 hit points per hit die (up to the maximum hit points available).

A cavalier undergoes continual training and practice in arms and warfare, such that part of any day not spent adventuring must be spent in mounted arms drill or combat practice on foot. As a result of this constant training, the cavalier can increase his or her strength, dexterity, and constitution scores When a cavalier is at 1st level, percentile dice are rolled for each of these abilities, just as they are for fighters with 18 strength. A Lancer with 15 dexterity might have 15/87 dexterity upon attaining Armiger status. The percentage has no normal effect on play, and the ability score is considered to be the main number (15 in this case). An exception is percentile strength above 18, which is treated as for fighters on the strength bonuses table.

As a cavalier attains each higher level, 2d10 are rolled and the result added to the percentile score for strength, dexterity, and constitution. When a percentile score goes over 100, the main score is raised by 1 and the 100 is discarded (In the example, if the cavalier with 15/87 dexterity rolls a 19 for this ability upon gaining 2nd level, the character's dexterity score is now 16/06, and is treated as a 16.) Ability scores can be raised as high as 18/00 in this manner, even if doing so violates limitations based on race or sex. If a cavalier loses a level, the percentile points gained for that level are lost.

To advance a level, the cavalier must be trained by another cavalier of at least 4th level, or 2 levels higher than the cavalier's current level, whichever is higher However, after attaining 6th level, the cavalier's normal regimen will suffice for training, and the cavalier does not need others to allow an advance in level

A cavalier makes all saving throws as a fighter. Such characters are, however, immune to fear (magical or otherwise) of any sort. Cavaliers of good alignment radiate a *protection from fear* aura in a 1" radius, so that all allied creatures within the radius are similarly immune. In addition, magical or magic-like phenomena which affect the mind are 90% unlikely to have any effect on the cavalier. This includes powers such as *beguiling, charm, domination, hold, hypnosis, magic jar, possession, sleep, suggestion,* and the psionic *mind blast,* but not the effects of high comeliness. This 90% immunity is in addition to any

saving throw for the cavalier, if applicable. Cavaliers also save at +2 versus all forms of illusion spells.

Cavaliers of good alignment are able to function at negative hit point totals, unlike members of other classes, or cavaliers of neutral or evil alignments. The number of negative hit points the cavalier can function at is determined by the cavalier's hit points at 1st level (4-13). When a negative number of hit points is reached, the cavalier does not become unconscious, but cannot further attack and must rest, bind wounds, and seek further healing. Cavaliers heal as other characters, but those of good alignment gain an additional 1-4 points for each full week of normal healing.

As a member of the social upper classes, the cavalier has a coat of arms and armorial bearing. This bearing is the device worn upon the cavalier's shield to identify himself on the battlefield and in tournament. (In tournament, the shield may be covered with dark hide to keep the user's identity unknown, hence a "black knight.") The armorial bearing may be kept covered while traveling, but is always revealed when an encounter occurs with creatures that might understand the import of such a device. In addition, at 4th level the cavalier may fly a pennon on his or her lance on the battlefield. A duplicate of this battle flag is held by the cavalier's retainers, and marks the territory of the cavalier. If the battleflag is lost, dishonor ensues, and the cavalier must make every effort to regain the flag. (Your local library will likely contain books on heraldry for those who wish to design their own armorial bearings for their characters.)

Finally, cavaliers may expect full hospitality — food, lodging, and whatever else is needed (within reason under the circumstances) — from all other cavaliers of the same alignment. Such hospitality is likewise due from all gentle, noble, and royal households according to their relationships between various political divisions which might be concerned.

The cavalier must follow a code of conduct and ethics, akin to chivalry. Upon being sworn to knighthood (by a cavalier of at least 2 levels higher, in a ceremony as simple as a dubbing with the sword or a full ritual of fasting, vigil, sacred vows, and celebration), the cavalier must pledge himself or herself to this code. Failure to sustain the oath is not sufficient reason to revoke knighthood, unless the order or liege lord of the cavalier specifically demands such. In the latter case, the cavalier becomes a mere fighter, though weapon specialization is not gained and the privilege of weapons of choice is retained.

A cavalier must serve someone or some cause — normally a deity, greater noble, order of knighthood, or the like. The cavalier must seek to sustain the virtues and the code of chivalry. The knightly virtues are these:

Liberality	Honor	Good Faith
Glory	Unselfishness	Pride
Courtesy	Bravery	

The code for a feudal campaign may be summed up as follows. The DM may adjust this code to fit his or her own campaign.

Noble service cheerfully rendered
Defense of any charge unto death
Courage and enterprise in obediences to rule
Respect for all peers and equals
Honor to all above your station
Obedience and respect from all beneath your station
Scorn for those who are lowly and ignoble (this includes knightly limitations on weapons and armor)
Military prowess exercised in service to your lord
Courtesy to all ladies (if the cavalier is male)
War is the flowering of chivalry
Battle is the test of manhood
Combat is glory
Personal glory above all in battle
Death to all who oppose the cause
Death before dishonor

The Paladin

The paladin is no longer considered to be a sub-class of the fighter, but is a sub-class of the cavalier. A paladin must have all the requisite ability scores of the cavalier, plus a wisdom score of at least 13 and a charisma of 17 or higher. Paladins are still devoted to the cause of the lawful good alignment, and will follow those deities and orders that profess that alignment. Should a paladin stray from that alignment, he or she will become a cavalier and be stripped of all special paladin powers. Paladins must initially be of the correct social station, or be sponsored by local nobility. In the latter case, the paladin must advance through Horseman and Lancer "0 levels" before gaining paladin abilities. A paladin, as a sub-class of the cavalier, no longer has a prime requisite ability and does not gain an experience bonus for exceptional ability scores.

The powers, abilities, and level advancement of the paladin as described in the Players Handbook remain unchanged. In addition, the paladin gains the abilities and powers of the cavalier class, including weapons of choice, parrying ability, horsemanship, saving throw bonuses, and immunity to fear. The paladin may also increase his or her charisma score in the same way that he or she (as a cavalier) can increase strength, dexterity, and constitution.

Law and good deeds are the meat and drink of paladins. If they ever knowingly perform an act which is chaotic in nature, they must seek a high level (7th or above) cleric of lawful good alignment, confess their sin, and do penance as prescribed by the cleric. If a paladin should ever knowingly and willingly perform an evil act, he or she loses the status of paladinhood immediately and irrevocably. All benefits are then lost, and no deed or magic can restore the character to paladinhood; he or she is everafter a fighter.

The benefits of a paladin are:

1. Detect evil at up to 60' distance, as often as desired, but only when the paladin is concentrating on determining the presence of evil and seeking to detect it in the right general direction

2. Make all saving throws (q v) at +2 on the dice.

3. Immunity to all forms of disease

4. The ability to "lay on hands", either on others, or on his or her own person, to cure wounds; this heals 2 hit points of damage per level of experience the paladin has attained, but laying on hands can be performed but once per day.

5. The ability to cure disease of any sort; this can be done once per week for each five levels of experience the paladin has attained, i.e. at levels 1 through 5 one disease per week, at levels 6 through 10 two diseases, at levels 11 through 15 three diseases, etc.

6. The continuing emanation of a protection from evil (see **CHARACTER SPELLS**) in a 1" radius round the paladin.

Furthermore:

7. At 3rd level, the paladin gains the power to affect undead and devils and demons as if he or she were a 1st level cleric, and this power goes upwards with each level of experience the paladin gains; so at 4th level the effect is that of a 2nd level cleric, at 5th it is that of a 3rd level cleric, etc. (See The Cleric above.)

8. At 4th level — or at any time thereafter — the paladin may call for his warhorse; this creature is an intelligent heavy warhorse, with 5 +5 hit dice (5d8 plus 5 hit points), AC 5, and the speed of a medium warhorse (18"); it will magically appear, but only one such animal is available every ten years, so that if the first is lost the paladin must wait until the end of the period for another.

In enforcing this code, the DM may reduce or eliminate experience that is gained by the cavalier if its gaining violates the spirit or letter of the code. A cavalier who retreats from battle, even to save fellow party members, would receive half experience for the beasts slain in his or her retreat. Similarly, a cavalier who dons leather armor to infiltrate a thieves guild to effect a rescue will gain no experience, since the rescue would be done in means not approved of by the code. Note that even neutral and evil cavaliers are bound by this code, but in their cases the obedience is to non-good masters.

As a result of the code and desire for battle, cavaliers cannot be controlled in battle situations. They will charge any enemy in sight, with the following order of preference:
1. Powerful monsters (dragons, demons, giants, etc.) serving enemy leaders, then the leaders themselves.
2. Opponent cavaliers of great renown, enemy flags and standards.
3. Opponent cavalry of noble or elite status
4. Other opponent cavalry
5. Opponent elite footmen
6. Opponent camp and headquarters
7. Opponent melee troops
8. Levies or peasants
The cavalier's charge will be made at full speed, regardless of army cohesion, intervening friendly troops, or other such considerations.

While all cavaliers are initially of good alignment, there are cavaliers of neutral and evil alignment as well. Alignment change can occur up to 4th level without penalty, if the change is well-reasoned. At 4th level and beyond, any change of alignment results in the usual penalties. Neutral and evil cavaliers do not retain the *protection from fear* aura, nor the ability to function at a negative hit-point total. Evil cavaliers may use poison, and are free to ignore the obligation of hospitality. The device of an evil cavalier is made known throughout the land, and good cavaliers are duty bound to hunt down and destroy those cavaliers of evil alignment. Finally, evil and neutral cavaliers have limitations on the types of followers they can attract.

A PALADIN IN HELL

9   If a paladin has a "Holy Sword" (a special Magic Sword which your referee is aware of and will explain to you if the need arises), he or she projects a circle of power 1" in diameter when the Holy Sword is unsheathed and held; and this power dispels magic (see **CHARACTER SPELLS**, *dispel magic*) at the level of magic use equal to the experience level of the paladin

10.   At 9th level (through 20th level) of experience, paladins gain the ability to employ cleric *spells* (q.v.). They may never use scrolls of spells, however, except those normally usable by fighters.

The following strictures apply to paladins:

1.   They may never retain more than ten magic items; these may never exceed:

  armor, 1 (suit)
  shield, 1
  weapons*, 4
  any other magic items, 4

*these include daggers, swords, etc.;
and such items as magic bows and
magic arrows are considered as
but 1 weapon

2.   They will never retain wealth, keeping only sufficient treasures to support themselves in a modest manner, pay henchmen, men-at-arms, and servitors, and to construct or maintain a small castle. (Your DM will give details of this as necessary.) Excess is given away, as is the tithe (see 3. below).

3.   An immediate tithe (10%) of all income — be it treasure, wages, or whatever — must be given to whatever charitable religious institution (not a clerical player character) of lawful good alignment the paladin selects.

4.   Paladins will have henchmen of lawful good alignment and none other; they will associate only with characters and creatures of good alignment; paladins can join a company of adventurers which contains non-evil neutrals only on a single-expedition basis, and only if some end which will further the cause of lawful good is purposed.

5.   If possible, paladins will take service or form an alliance with lawful good characters, whether players or not, who are clerics or fighters (of noble status).

Paladins do not attract a body of men-at-arms to service as do regular fighters.

PALADINS TABLE I.

Experience Points	Experience Level	Dice for Accumulated Hit Points	Level Title
0—2,750	1	1	Gallant
2,751—5,500	2	2	Keeper
5,501—12,000	3	3	Protector
12,001—24,000	4	4	Defender
24,001—45,000	5	5	Warder
45,001—95,000	6	6	Guardian
95,001—175,000	7	7	Chevalier
175,001—350,000	8	8	Justiciar
350,001—700,000	9	9	Paladin
700,001—1,050,000	10	9+3	Paladin (10th level)
1,050,001—1,400,000	11	9+6	Paladin (11th level, etc.)

350,000 experience points per level for each additional level above the 11th.

Paladins gain 3 h.p. per level after the 9th.

SPELLS USABLE BY CLASS AND LEVEL — PALADINS (FIGHTERS)

Paladin Level	Clerical Spell Level			
	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20*	3	3	3	3

*Maximum spell ability

The Fighter

The principal attribute of a fighter is *strength*. To become a fighter, a character must have a minimum strength of 9 and a constitution of 7 or greater A good dexterity rating is also highly desirable. If a fighter has strength above 15, he or she adds 10% to experience points awarded by the Dungeon Master Also, high strength gives the fighter a better chance to hit an opponent and causes an increased amount of damage

Fighters have a ten-sided die (d10) for determination of their hit points per level. No other class of character (save the *paladin* and *ranger* (qq.v.) sub-classes of fighters) is so strong in this regard. Fighters are the strongest of characters in regards to sheer physical strength, and they are the best at hand-to-hand combat Any sort of armor or weapon is usable by fighters. Fighters may be of any alignment — good or evil, lawful or chaotic, or neutral

Although fighters do not have magic spells to use, their armor and weapons can compensate. They have the most advantageous combat table and generally have good saving throw (q.v.) possibilities as well.

Fighters can employ many magical items, including potions; "protection" scrolls, many rings; a few wands; one rod; many other magic items; and all forms of armor, shields and weapons.

When a fighter attains 9th level (Lord), he or she may opt to establish a *freehold*. This is done by building some type of castle and clearing the area in a radius of 20 to 50 miles around the stronghold, making it free from all sorts of hostile creatures. Whenever such a freehold is established and cleared, the fighter will·

1. Automatically attract a body of men-at-arms led by an above-average fighter. These men will serve as mercenaries so long as the fighter maintains his or her freehold and pays the men-at-arms; and

2. Collect a monthly revenue of 7 silver pieces for each and every inhabitant of the freehold due to trade, tariffs, and taxes.

FIGHTERS TABLE

Experience Points	Experience Level	To-Smeat Dice for Accumulated Hit Points	Level Title
0—2,000	1	1	Veteran
2,001—4,000	2	2	Warrior
4,001—8,000	3	3	Swordsman
8,001—18,000	4	4	Hero
18,001—35,000	5	5	Swashbuckler
35,001—70,000	6	6	Myrmidon
70,001—125,000	7	7	Champion
125,001—250,000	8	8	Superhero
250,001—500,000	9	9	Lord
500,001—750,000	10	9+3	Lord (10th Level)
750,001—1,000,000	11	9+6	Lord (11th Level)

250,000 experience points per level for each additional level beyond the 11th.

Fighters gain 3 h.p. per level after the 9th.

The scope of the fighter class is expanded in two major respects First, fighters are able to employ any and all of the new weapon types detailed in this book. Second is the benefit of weapon specialization, described below, which is available to all single-classed (but not multi-classed) fighters and rangers.

The Ranger

Rangers are a sub-class of fighter who are adept at woodcraft, tracking, scouting, and infiltration and spying. All rangers must be of good alignment (q.v.), although they can be lawful, chaotic, or neutral otherwise. A ranger must have strength of not less than 13, intelligence of not less than 13, wisdom of not less than 14, and a 14 or greater constitution. If the ranger has ability scores of greater than 15 in strength, intelligence and wisdom, he or she gains the benefit of adding 10% to experience points awarded by the referee.

Unlike other fighter-types, rangers have eight-sided hit dice (d8) but at first level they get two, rather than but one, hit dice. It should also be noted that rangers get 11 hit dice rather than the 9 of other fighter-types. In addition to considerable prowess as fighters, rangers have druidic and magical spell capabilities when they attain high level; thus, they are very formidable opponents, for they have other abilities and benefits as well.

1. When fighting humanoid-type creatures of the "giant class", listed hereafter, rangers add 1 hit point for each level of experience they have attained to the points of damage scored when they hit in melee combat. Giant class creatures are: bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre magi, orcs, and trolls. Example: a 5th level ranger hits a bugbear in melee combat, and the damage done to the opponent will be according to the ranger's weapon type, modified by strength, and +5 (for his or her experience level) because the opponent is a bugbear — a "giant class" humanoid.

2. Rangers surprise (q.v.) opponents 50% of the time (d6, score 1 through 3) and are themselves surprised only 16⅔% of the time (d6, score 1).

3. Tracking is possible both outdoors and underground in dungeons and like settings

   a. Underground the ranger must have observed the creature to be tracked within 3 turns (30 minutes) of the commencement of tracking, and the ranger must begin tracking at a place where the creature was observed·

Creature's Action	Chance to Track
going along normal passage or room	65%
passes through normal door or uses stairs	55%
goes through a trap door	45%
goes up or down a chimney or through concealed door	35%
passes through a secret door	25%

   b. Outdoors there is a base 90% chance of a ranger being able to follow a creature, modified as follows.

—for each creature above 1 in the party being tracked	+02%
—for every 24 hours which have elapsed between making the track and tracking	-10%
—for each hour of precipitation	-25%

4. At 8th level, rangers gain limited druidic spell ability, and additional spells are added through 17th level

5. At 9th level rangers gain limited magic-user spell ability, as with druidic spell ability Rangers cannot read druid or magic-user spells from magic scrolls in any event.

6. At 10th level (Ranger Lord), rangers are able to employ all non-written magic items which pertain to clairaudience, clairvoyance, ESP, and telepathy

7. Also at 10th level, each ranger attracts a body of 2-24 followers. Note that these henchmen once lost, can never be replaced, although mercenaries can be hired, of course. These followers are determined by the DM who then informs the ranger

The following restrictions and strictures apply to rangers.

1. Any change to non-good alignment immediately strips the ranger of all benefits, and the character becomes a fighter with eight-sided hit dice, everafter, and can never regain ranger status.

2. Rangers may not hire men-at-arms, servants, aides, or henchmen until they attain 8th or higher level.

3. No more than three rangers may ever operate together at any time.

4. Rangers may own only those goods and treasure which they can carry on their person and/or place upon their mount; all excess must be donated to a worthy communal or institutional cause (but never to another player character). (cf. Paladin above)

Although rangers do not attract a body of mercenaries to serve them when, and if, rangers construct strongholds, they conform to the fighter class in other respects.

RANGERS (FIGHTERS) TABLE 1.

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0 — 2,250	1	2	Runner
2,251 — 4,500	2	3	Strider
4,501 — 10,000	3	4	Scout
10,001 — 20,000	4	5	Courser
20,001 — 40,000	5	6	Tracker
40,001 — 90,000	6	7	Guide
90,001 — 150,000	7	8	Pathfinder
150,001 — 225,000	8	9	Ranger
225,001 — 325,000	9	10	Ranger Knight
325,001 — 650,000	10	11	Ranger Lord
650,001 — 975,000	11	11 + 2	Ranger Lord (11th level)
975,001 — 1,300,000	12	11 + 4	Ranger Lord (12th level)

325,000 experience points per level for each additional level above the 12th

Rangers gain 2 h.p. per level after the 10th

SPELLS USABLE BY CLASS AND LEVEL — RANGERS (FIGHTERS)

Ranger Level	Druidic 1	Druidic 2	Druidic 3	Magic-User** 1	Magic-User** 2
8	1	-	-	-	-
9	1	-	-	1	-
10	2	-	-	1	-
11	2	-	-	2	-
12	2	1	-	2	-
13	2	1	-	2	1
14	2	2	-	2	1
15	2	2	-	2	2
16	2	2	1	2	2
17*	2	2	2	2	2

*maximum spell ability

**The ranger must check as to which spells he or she can learn, just as if he or she were a magic-user

Members of the ranger sub-class of fighters are entitled to the benefits of weapon specialization (see "The Fighter" above). In addition to this expansion of the capabilities of the sub-class, the following information on tracking, "giant class" opponents, and weapon use should replace or supplement the pertinent sections of the class description in the Players Handbook.

Tracking

Tracking is principally used in outdoor situations, although there are conditions underground ("indoors") which will enable a ranger to track a creature.

Outdoor tracking: The base chance to successfully track outdoors is 10% per level of the ranger, plus an additional 10% — for example, 20% for a 1st-level ranger or 70% for a 6th-level ranger. The base chance can rise as high as 110% (for a ranger of 10th level or higher), but can never exceed that figure. Note that, even in such a case, the adjusted chance can drop below 100% if negative modifiers are taken into account. An adjusted chance of greater than 100% is treated as 100%; that is, the trail can be followed for as long as the current conditions (terrain, number of creatures being tracked, etc.) apply.

Terrain modifiers:

Soft enough to hold impressions (footprints, pawprints, etc.) of creature being tracked . . . . +20%
Allows occasional marks or obvious signs of passage (broken twigs, bent grass, etc.) . . . . +10%
Allows only infrequent signs of passage due to rock, water, wind, other creatures crossing or overtracking, etc. 0%
Prevents all but the minutest traces of passage . . . .-50%

Other modifiers:

For each creature beyond the first in the group being tracked . . . . +02%

For every 12 hours elapsed since the trail was made . . . . . .-05%
For every hour of precipitation that has fallen on the trail between tracker and quarry . . . .-25%

If intelligent efforts are made to hide the trail, consider the terrain modifier to be of the next lower category (e.g., down from +20% to +10%). If the terrain modifier was already of the -50% category, then tracking is impossible.

Indoor tracking: Base chance is the same as that for outdoor tracking.

Surface condition modifiers:

Dirt floor, or unused and dusty area . . . . +20%
Wooden floor, or area which allows some occasional indication of passage 0%
Stone floor which prevents all but the minutest traces of passage . . . .-50%

Other modifiers:

For each creature beyond the first in the group being tracked . . . . +02%
For passing over an area where other creatures cross or overtrack trail . . . .-50%

If intelligent efforts are made to hide the trail, including passing through a secret door, consider the surface condition modifier to be of the next lower category. If the surface condition modifier was already of the -50% category, then tracking is impossible.

Special Note: Tracking indoors is impossible if the ranger desiring to do so has never observed some distinguishing feature about the tracks of the creature to be tracked, or if the ranger does not observe the quarry making the trail and then follow the tracks within a reasonable period of time (typically 10-30 minutes) thereafter. In all cases, the DM must use common sense as to whether or not it will be possible to follow a creature by tracking. For instance, creatures which leave obvious trails can almost always be tracked — worms, slimes, jellies, and the like are obvious examples of this. Conversely, creatures which do not normally leave any sign of passage are almost always impossible to track — flying creatures, ghosts, wraiths, and spiders, for example. However, since tracking is a combination of visual, audio, and olfactory abilities, tracking might sometimes be possible by unusual means — the disturbance of things left by a flying creature's passage, the sound of its passage, the trail of odor left, and so forth.

Light condition, outdoors or indoors: All tracking is assumed to be done under conditions of good illumination — daylight or the equivalent (a *continual light* spell, for instance). The movement rate of a ranger while tracking is somewhat slowed even under optimum conditions; in even poorer conditions (of light, or of the quality of the trail, or both), the ranger's movement rate may be reduced drastically.

Movement rate while tracking:

Obvious tracks, good illumination	¾ of normal
Obvious tracks, poor illumination	⅔ of normal
Occasional tracks, good illumination	⅔ of normal
Occasional tracks, poor illumination	½ of normal
Faint tracks, good illumination	½ of normal
Faint tracks, poor illumination	¼ of normal

Definitions:

Obvious = 71% or better chance to track.
Occasional = 31% to 70% chance to track.
Faint = 30% or less chance to track.
Poor illumination = anything less than daylight and greater than total darkness. Tracking is not possible in total darkness unless some non-visual evidence is available (as referred to above).

Identification of tracks: Whether tracking outdoors or indoors (underground), a ranger may be able to identify what sort of creature(s) made a trail, what direction the quarry was going in, how many creatures were in the group being tracked, and how fast they were traveling. When the trail is outdoors, the ranger may also be able to determine the approximate time of passage — that is, how much time has elapsed since the tracks were made.

Identification of tracks can only occur if the attempt to track is successful. The chance for successful identification is the same as for tracking, with a second dice roll required to determine success. Identification abilities gained by level are cumulative; i.e., a 4th-level ranger has the abilities of a 3rd-level ranger, in addition to the skills gained at 4th level. For the purpose of this determination "woodland creatures" are those which are able to be encountered in faerie or sylvan settings or wilderness forests, as per the encounter tables in the AD&D® game rules.

Ranger level	Ability to identify:
1	*Common* woodland creatures' tracks and direction of travel
2	*Common* woodland creatures' number and pace
3	*Common* woodland creatures' time of passage (outdoors only)
4	As 3rd level with respect to *uncommon* woodland creatures
5	As 3rd level with respect to *rare* woodland creatures
6	As 3rd level with respect to *very rare* woodland creatures
7	As 3rd level with respect to all sorts of creatures (woodland and otherwise) within a 100-mile radius
8	As 7th level, plus the ability to determine the general size and weight of humans
9	As 8th level, plus the ability to determine the size and numbers of mounted creatures (for instance, if a horse is carrying more than one rider)
10	As 9th level with respect to all creatures ever observed, prior to attaining 10th level or subsequently

Humanoid / "giant class" opponents

Following is an expanded list of those humanoid creatures that are considered "giant class," qualifying the ranger for a damage bonus (+ 1 point per level of the ranger) when such a creature is engaged in combat. The roster includes all "giant class" creatures mentioned in the Players Handbook, plus other similar creatures from the FIEND FOLIO® Tome and Monster Manual II.

bugbear	goblin	ogre mage
cyclopskin	grimlock	ogrillon
dune stalker	hobgoblin	orc
ettin	kobold	quaggoth
flind	meazel	tasloi
giant	norker	troll
gibberling	ogre	xvart
gnoll		

The ranger's weapons

Of the ranger's three initial weapons of proficiency, one must be either a bow (any sort) or a light crossbow. However, the ranger cannot have both a bow and a light crossbow as weapons of proficiency until attaining 7th level (at least), when the weapon type not already taken could be counted as the fifth weapon of proficiency. By the time a ranger gains a fourth weapon proficiency at 4th level, the character's list of weapons must include:

> either a bow or a light crossbow,
> a dagger or a knife,
> a spear or an axe, and
> a sword (of any type).

The initial weapon selection for the character must be made so as to take these requirements into account. A ranger who specializes in a particular weapon must do so in one of the types listed above. In this manner, a ranger has less than four proficient weapons at fourth level, and in this case the first four proficient weapons gained by the ranger must include one of each of the four types listed.

ATTACKS PER MELEE ROUND TABLE
(For Fighters, Cavaliers, and Sub-classes Thereof)

Level	Attacks per Melee Round*
Fighter 1-6	1/1 round
Barbarian 1-5	1/1 round
Ranger 1-7	1/1 round
Cavalier 1-5	1/1 round
Paladin 1-6	1/1 round
Fighter 7-12	3/2 rounds
Barbarian 6-10	3/2 rounds
Ranger 8-14	3/2 rounds
Cavalier 6-10	3/2 rounds
Paladin 7-12	3/2 rounds
Fighter 13 & up	2/1 round
Barbarian 11 & up	2/1 round
Ranger 15 & up	2/1 round
Cavalier 11-15	2/1 round
Paladin 12-18	2/1 round
Cavalier 16 & up	5/2 rounds
Paladin 19 & up	5/2 rounds

* With any thrusting or striking weapon

Notes: These figures do not apply to melee combat with monsters of less than one hit die (d8) and non-exceptional humans and semi-humans, i.e. all creatures with less than one eight-sided hit die. All of these creatures enable members of the listed classes and sub-classes to attack once per round for each of his or her levels.

These figures also do not apply to fighters and rangers using weapons of specialization.

Weapon Specialization

Only members of the fighter class and the ranger sub-class can make use of weapon specialization This discipline is manifested in the character's choice of one weapon to practice and use, to the exclusion of others. If weapon specialization is to be practiced by the fighter or ranger, that decision must be made when the character is initially created Weapon specialization counts as two weapon-proficiency "slots"; that is, a fighter may choose a weapon of specialization in addition to two other weapons of proficiency to count for the character's initial allotment of four proficient weapons, while a ranger may have one weapon of specialization and a single weapon of proficiency as well. Specializing in a bow other than a crossbow requires an additional proficiency "slot," so that a fighter who specializes in the use of a bow may have only one other weapon of proficiency to start with, and a ranger specializing in the bow can have no other weapon of proficiency at the start of his or her adventuring career. The benefits of weapon specialization are as follows.

Melee Weapons: The character is +1 to hit and +2 to damage with the special weapon, on top of all other strength and magic bonuses. The weapon must be a specific type, such as long sword or broad sword, as opposed to a general sword. In addition, the fighter gets additional attacks per round with the special weapon. The specifications for these additional attacks override the figures given on the *Attacks Per Melee Round Table* hereafter, and are summarized on the *Weapon Specialization Table* below.

Bows: Fighters and rangers using the long, short, or composite bow as a special weapon are entitled to a "point blank" range category. Point blank range is from 6' to 30'. The character is +2 "to hit" and on damage rolls against targets within this range, and furthermore any successful hit deals out double damage (a total of 6-16 points for a non-magical arrow) to the victim, plus bonuses for strength or magic

if applicable Additionally, a bow specialist who begins the round with arrow nocked, shaft drawn, and target in sight is entitled to loose that arrow prior to any initiative check. Short range for a bow specialist is from 30' up to the lower limit of medium range for that bow. The bowman is +1 to hit and damage at short range. Bow specialists may also gain additional attacks at higher levels.

Crossbows: In the hands of a specialist, these weapons have a "point blank" range of 6' to 60' (this completely overtakes the short range of a light crossbow in the dungeon). The crossbow specialist is +2 "to hit" and damage against targets in this range, and receives the double damage benefit as for a bow, thus, a light crossbow bolt fired by a specialist at point blank range will do 6-12 points of damage, exclusive of bonuses (if any) for strength and magic. At short range the crossbowman is +1 to hit and damage. At medium range the crossbow specialist is +1 to hit, but gains no bonus on damage by virtue of specialization. Crossbow specialists also increase in rate of fire with level, and the amount of this increase is dependent on whether a light or heavy crossbow is used. Crossbowmen also gain the "aimed shot" advantage of bowmen, so that if the crossbow is cocked and aimed and the target is in range, the crossbowman gets a free shot before initiative is rolled.

Other Missile Weapons: Users of other sorts of missile weapons gain a +1 bonus "to hit" and a +2 bonus on damage. Their number of attacks per round depends on the initial fire rate of the missile weapon.

Double Specialization: A fighter or ranger may either initially or at a later time decide to gain double specialization in his or her chosen weapon. Only melee weapons, excluding pole arms and the two-handed sword, may be used in double specialization. Double specialization is taken instead of a proficiency "slot" whenever the character qualifies for a new weapon, and can only be taken in the weapon type that the character is already specialized in. Double specialization gives the wielder +3 to hit and +3 to damage with that specific weapon.

Final Note: All "to hit" bonuses granted by weapon specialization are not magical in nature, and will not affect creatures that are only hit by magical weapons. If a ranger or fighter is wielding a magic weapon that is of the weapon type that he or she is specialized in, all magical bonuses apply in addition to the bonuses gained for specialization.

Weapon Specialization Table for Fighters and Rangers   Number of Attacks Per Round with:

Level of Specialist	Melee Weapon	Bow	Light Crossbow	Heavy Crossbow	Lasso and Staff Sling	Thrown Dagger	Thrown Dart	Other Missiles and Hurled Weapons
1-6	3/2	2/1	1/1	1/2	1/1	3/1	4/1	3/2
7-12	2/1	3/1	3/2	1/1	3/2	4/1	5/1	2/1
13+	5/2	4/1	2/1	3/2	2/1	5/1	6/1	5/2

Note: This table supersedes the normal *Attacks Per Melee Round Table* for fighters and rangers whenever such a character is using a weapon with which he or she is a specialist.

The Barbarian

The barbarian class is a sub-class of fighter. Barbarian characters are adept at the many skills necessary for survival in a hostile wilderness. These skills include rapid movement, climbing, use of many weapons, certain "sixth senses," and many secondary and tertiary abilities. Barbarians are tough and hardy, and recover quickly from damage. A barbarian must have strength and constitution scores of no less than 15 each, a dexterity score of 14 or better, and a wisdom score of no greater than 16. The barbarian is considered to have no principal attribute, and as such does not gain any bonus to earned experience points. A player character barbarian cannot be a character with two classes.

Barbarians gain a bonus to their armor class of 2 steps for every point of dexterity over 14, but only if the armor worn is not of the fairly bulky or bulky type. If fairly bulky or bulky armor is worn, the bonus is +1 per point over 14. This replaces the Defensive Adjustment for dexterity given to other classes. The Reaction/Attacking Adjustment remains the same for the barbarian's dexterity. In addition, barbarians gain +2 hit points per point of constitution over 14, as opposed to the normal constitution bonus for other classes.

Barbarians can be of any non-lawful alignment, but must be human. They do not use alignment language of any sort, however, and initially the barbarian knows only how to speak his tribal tongue and the common tongue. A barbarian must learn how to read and write if he or she desires these skills. A barbarian can learn languages according to his or her intelligence, just as any other character can.

Barbarians are tough and hardy fighters, hardened by the savage lands of their birth. They have 12-sided hit dice and a base movement rate of 15″. They use the combat tables for normal fighters, and may use any sort of weapon, shield, and armor (but note that fairly bulky or bulky armor reduces the barbarian's armor class bonus for dexterity). The initial number of weapons the barbarian uses must include the hand axe, knife, and spear. Additional weapons based upon the barbarian's native area may be chosen by the DM.

BARBARIANS (FIGHTERS) TABLE I

Experience Points	Exp. Level	12-Sided Dice for Accum. Hit Points	Level Title
0 — 6,000	1	1	Barbarian
6,001 — 12,000	2	2	Barbarian
12,001 — 24,000	3	3	Barbarian
24,001 — 48,000	4	4	Barbarian
48,001 — 80,000	5	5	Barbarian
80,001 — 150,000	6	6	Barbarian
150,001 — 275,000	7	7	Barbarian
275,001 — 500,000	8	8	Barbarian
500,001 — 1,000,000	9	8 + 4	Barbarian
1,000,001 — 1,500,000	10	8 + 8	Barbarian
1,500,001 — 2,000,000	11	8 + 12	Barbarian

500,000 experience points per level for each additional level above the 11th.

Barbarians gain 4 h.p. per level after the 8th.

Barbarians in general detest magic and those who use it. They will, at low levels of experience, refuse to employ any sort of magic item if they recognize it as such. They will often seek to destroy magic items, and if successful they receive an experience-point award as if they possessed the destroyed items. While magic-users will be shunned initially, and always viewed with suspicion, clerical spells of the type used by shamans and witch doctors are not so viewed, though high-level clerical spells are suspect.

A barbarian's natural attack abilities allow him or her to strike creatures that would normally be immune to non-magical attacks as the barbarian rises in level. At 4th level the barbarian can affect creatures which require a +1 or better weapon to hit, while a 6th-level barbarian can strike creatures which require a +2 weapon to hit. Similarly, at 8th level, the barbarian can hit creatures requiring a +3 weapon to hit, and at 10th level can hurt creatures requiring a +4 weapon to hit. At 12th level, a barbarian can affect creatures harmed normally only by weapons of +5 or better. The barbarian, despite the ability to hit such creatures, does not gain a bonus "to hit" or inflict additional damage because of this ability. Only barbarians have this ability among all the player character classes.

All barbarians have the following bonuses to their saving throws: They are +4 versus poison, +3 versus paralyzation, death magic, petrification, and polymorph, and +2 versus rod, staff and wand and breath weapon. Barbarians gain no benefit to their saving throw versus spell at start, but gain a +1 to such saving throws for every four levels attained.

The barbarian character has the following primary abilities:

Climb cliffs and trees: The barbarian can climb trees and natural cliffs (or ledges, mountains, etc.) as a thief of the same level would *climb walls*. Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling that particular type of surface.

Hide in natural surroundings: Barbarians can hide in natural surroundings that are familiar to the barbarian as a thief of three levels higher would *hide in shadows*. A barbarian can hide in unfamiliar natural surroundings as a thief of the same level would *hide in shadows*.

Surprise· Barbarians surprise opponents on a 3 in 6 chance, or 4 in 6 if they are in familiar terrain. Barbarians are themselves surprised 10% of the time, or only 5% in familiar terrain.

Back protection: Any attempt to attack a barbarian from behind, including such attacks by assassins or thieves, has a 5% chance per level of being detected and countered. That is, if a barbarian detects a back attack (a 5% chance at 1st level, 10% at 2nd, etc.) the barbarian avoids the attack form. The former back attack becomes a normal attack. The barbarian is also then entitled to attack the former "back attacker," even though the barbarian may already have engaged in what would otherwise have been his or her full normal combat for that round.

Leaping and springing: Barbarians are able to leap up to a maximum distance of 10 feet forward, 3 feet backward, or 3 feet upward from a standing start. If the barbarian is able to move freely and get a running start, the forward leap can range from 16-21 feet (15 + d6), and the upward leap from 4½ to 6 feet (4 + d4, each pip equaling ½ foot). Springing under similar conditions gives an upward distance of 4-7 feet, depending on the surface used as a step to gain height and spring.

Detect illusion: Barbarians have a 5% chance per level of determining that some sight, sound or other sensory phenomenon is actually an *illusion/phantasm* spell of some type. This detection takes one round of concentration on the illusion. Regardless of the barbarian's level, the chance to so detect such spells may never exceed 75%.

Detect magic: Barbarians have a 25% chance of detecting any sort of magic other than the *illusion/phantasm* variety. This again takes one round of concentration, and applies to items or spells, but not to persons who are able to effect magic. For each level the barbarian gains beyond the 1st level, the barbarian gains an additional 5% to his or her base chance of detection. However, this chance may never exceed 90% regardless of the barbarian's level of experience. The type of magic is never revealed by this ability.

Leadership: When dealing with other barbarians, a barbarian adds his or her level of experience to his or her charisma score to get an effective charisma effect on other barbarians. Comeliness does not affect, nor is it affected by, this ability.

In addition to the primary skills, every barbarian possesses all of the following secondary abilities. These secondary abilities are generally not usable (certainly not to their fullest potential) in areas which are unfamiliar to the barbarian, although the skills can be applied to a new locale with differing flora, fauna, and climate, after about one month of continual exposure to the new area.

Survival: The barbarian has the necessary skills for survival in the wild, including hunting, small animal trapping, food gathering, shelter building, body covering, and fire building.

First aid: This skill allows the barbarian to bind wounds, set sprains or broken bones, and concoct natural antidotes and natural cures for diseases. This means the barbarian immediately regains 1 hit point, and thereafter he or she regains hit points at twice the normal rate, regaining 2 hit points per day if resting, and 1 hit point per day even if active and adventuring. The barbarian can also bind wounds to prevent further loss in hit points of other characters. Such "first aid" restores 1. hit point immediately, and then increases hit-point recovery by 100% if the barbarian continues to administer aid and cures. When dealing with natural poison and illness, the barbarian has a 10% chance of effecting a cure. If the poison or disease is known, this chance of success rises to a percentage equal to 50 plus the victim's constitution score.

Outdoor craft: This skill includes plant and animal detection as a 3rd-level druid, direction determination, and the ability to *predict weather* as if the spell of that name were cast by a 3rd-level druid.

Tracking: A barbarian's tracking skill is equal to that of a ranger of the same level, but a barbarian may only track in the outdoors.

Finally, a barbarian will have one or more of the following tertiary skills depending on the locale or culture from which he or she originates. Which skills are applicable are determined by the DM according to the nature of the campaign.

Animal handling: The barbarian can handle and domesticate wild animals. Usually this is restricted to dogs, but could possibly include animals such as wolves, large birds, giant lynxes, etc.

Horsemanship: The barbarian is skilled in using his horse in combat, and this ability could include the handling of draft teams.

Long distance signaling: The barbarian is capable of using the signaling methods of his native land (including such things as drums, smoke, or mirror flashes) to communicate over long distances.

Running: This skill enables the barbarian to move at full speed (twice normal movement rate) for no less than three full days before having to "rest" by spending a day moving at normal rate. Similarly, endurance will be twice normal for movement situations.

Small craft, paddled: The barbarian is skilled in the building and use of small canoes and hide boats.

Small craft, rowed: This skill includes the building of wooden boats and the rowing and/or sailing of these boats.

Sound imitation: The barbarian with this skill can mimic various sounds, including bird or animal calls, either for the purpose of luring those creatures or for signaling.

Snare building: This skill allows the barbarian to construct deadfalls, pits, and other traps for large and even very large animals and like creatures.

Native territory: Many of a barbarian's abilities depend on the native territory of the character. It is *mandatory* that barbarian characters come from some out-of-the-way barbaric state or area within the campaign. Typically they are cavemen, dervishes, nomads, or tribesmen. Only such uncivilized backgrounds can generate the necessary surroundings to produce individuals of the stock from which barbarian fighters would be drawn.

Within the WORLD OF GREYHAWK™ Fantasy Game Setting, for example, there are several areas that could spawn the barbarian subclass. The lands of the Frost, Ice, and Snow Barbarians, as well as the Hold of Stonefist, would be the homeland of barbarians of the Scandinavian/Slavic mold. These characters would employ broad swords and short bows in addition to the required initial weapons. Horsemanship would be nominal at best, but these barbarians would have running abilities and the skill in small craft, rowed

Barbarians from the Rovers of the Barrens, Tiger, and Wolf Nomads would be excellent horsemen. The Rovers, being the most barbaric of these groups, would have the tertiary abilities of running, animal handling, paddled small craft, sound imitation, and snare building. Their main weapons would be the club, javelin, and lasso or short bow. Other Nomads from this group would be most efficient at long distance signaling, and skilled in the use of the lance, scimitar, and composite short bow.

Savages of the Amedio Jungle or Hepmonaland would have the tertiary abilities of long distance signaling, running, sound imitation, snare building, and possibly paddled small craft. In the Amedio Jungle, the preferred weapons would be club, blowgun or shortbow, and dart or javelin. In Hepmonaland, the typical weapons would be atlatl and javelin, club, and short sword.

Using the above as examples, the DM can tailor his barbarians to fit his campaign. Not only does the native area determine initial weapons known, but it also serves as a base of judgment for the use of secondary abilities. These abilities are severely limited outside the native territory of the barbarian, until the character becomes more effective with his or her abilities by gaining familiarity with the new area.

As barbarians rise in level, they gain further abilities, some of which have been noted above. Further, some of the limitations placed on the barbarian are relaxed or lifted. A summary follows:

Level	Actions and Abilities
2	May associate freely with clerics
3	May use magic potions
4	May use magic weapons
	May strike creatures hit only by +1 weapons
	Gains +1 on saving throws versus spell
5	May use magic armor
6	May associate with magic-users — if necessary!
	May strike creatures hit only by +2 weapons
7	May use weapon-like miscellaneous magic items
8	May associate with magic-users — occasionally
	May strike creatures hit only by +3 weapons
	Gains +2 on saving throws versus spell
	May summon a Barbarian Horde (see below)
9	May use protection scrolls
10	May use most magic items available to fighters
	May strike creatures hit only by +4 weapons
12	Gains +3 on saving throws versus spell
	May strike creatures hit only by +5 weapons

The Barbarian Horde: Upon reaching 8th level, a barbarian may summon a barbarian horde. This horde can only be summoned in the native territory of the barbarian, from among barbarians of his background. Cavemen, dervishes, nomads, and tribesmen (see Monster Manual, "Men") are now considered barbarians. A barbarian horde can number as many members as its leader's experience-point total divided by 1000. Thus, a barbarian who has just reached 8th level can gather a 275-member horde, and one who has just reached 9th level can have a 500-member horde.

A horde takes a week to gather in the barbarian's home territory, and must have a stated purpose, such as "Tear apart the College of Magic in Arcana City brick by brick" or "Rescue Princess Madelyn from the Storm Pirates" or "Serve under Goodbar the Cleric in his battle against the infidels." Deviating from the proclaimed purpose by the horde or its leader may cause the horde to disband, at the DM's option. Members of disbanded hordes will return by the quickest and safest route to their home lands.

A barbarian horde can only be kept together for as many weeks as the barbarian leader has levels of experience. At the end of this time, the horde is usually disbanded. Exceptions may be made if large amounts of treasure are distributed to the members, if the leader has an effective charisma of 23 or more with respect to other barbarians, if the leader of the horde is a tribal leader as well, or if an unattained goal is in easy reach. Each of these special circumstances which apply would extend the duration of the horde by 1-2 weeks at most. A tribal leader who has his horde disband beneath him will not receive a warm welcome the next time he returns to his homeland.

In addition to the normal barbarians in the horde, the leader of the horde will gain two aides, each of a level equal to one-half of the leader's level (rounded down). Each aide will have two assistants of one-half the aide's level. An 8th-level barbarian would therefore have a horde of 275 men plus two 4th-level aides and four 2nd-level assistants to those aides. The horde may include shamans, witch doctors, or clerics, depending on the nature of the barbarians. Barbarian shamans and witch doctors gain wisdom bonuses and may use magic items of any sort as applicable. Normal clerics will have full spell capability, but in all cases barbarian ability-score statistics apply. Barbarian clerics are always non-player characters.

The Magic-User

It is absolutely essential to have high *intelligence* for a character who is a magic-user — especially if a broad selection of spells is to be had, as well as the use of the highest level spells. A magic-user must have an intelligence of no less than 9 and a minimum dexterity of 6. For details of the effects of intelligence on spell use, see **CHARACTER ABILITIES**. A magic-user with intelligence of 16 or more also gains the benefit of adding 10% to experience points awarded to him or her by the Dungeon Master.

Magic-users draw upon arcane powers in order to exercise their profession. While they have mighty spells of offensive, defensive, and informational nature, magic-users are very weak in combat. They have but four-sided dice (d4) to determine how many hit points of damage they can withstand, and magic-users have the least favorable table and progression as regards missile and melee combat. Furthermore, they can wear no armor and have few weapons they can use, for martial training is so foreign to magic-use as to make the two almost mutually exclusive. Magic-users can be of any *alignment* (explained hereafter).

When a magic-user begins his or her profession, the character is usually assumed to possess a strange tome in which he or she has scribed the formulae for some of the spells known to the character. This spell book, and each book later added (as the magic-user advances in levels of ability, a book of spells for each higher level of spells which become usable will have to have been prepared through study and research), must be maintained by the magic-user. He or she must memorize and prepare for the use of each spell, and its casting makes it necessary to reabsorb the incantation by consulting the proper book of spells before it can again be cast (See **CHARACTER SPELLS** for more details.) As with all other types of spells, those of magic-users must be spoken or read aloud.

There are many powerful items of magic which only this class of character can employ. Most magic scrolls, wands, staves, and many of the miscellaneous items of magic are usable only by this class. Thus, while magic-users are not strong in combat with weapons, they are possibly the most fearsome of all character classes when high levels of ability are finally attained. Survival to that point can be a problem, however, as low-level magic-users are quite weak.

When a magic-user attains 7th level (Enchanter) or higher, he or she may scribe magic scrolls and concoct potions, and upon achieving 12th level (Wizard) or higher may attempt to enchant items. This process requires the undivided attention of the magic-user for quite long periods of time — weeks to months — and it is also costly. As the Dungeon Master is carefully instructed to keep exact record of game time spent in such activity, the

magic-user will effectively remove himself or herself from a number of adventures while enchanting items or inscribing scrolls of magic spells. As this relative inactivity means that the character will not get experience points and treasure (monetary or magical) gained from adventures which take place during the inactive period, it is not usual for a Wizard to manufacture many items or scrolls. However, as occasional enchantment of items or penning of magic scrolls will take place, your referee has complete information on the process, including probabilities, time required, materials needed, and costs.
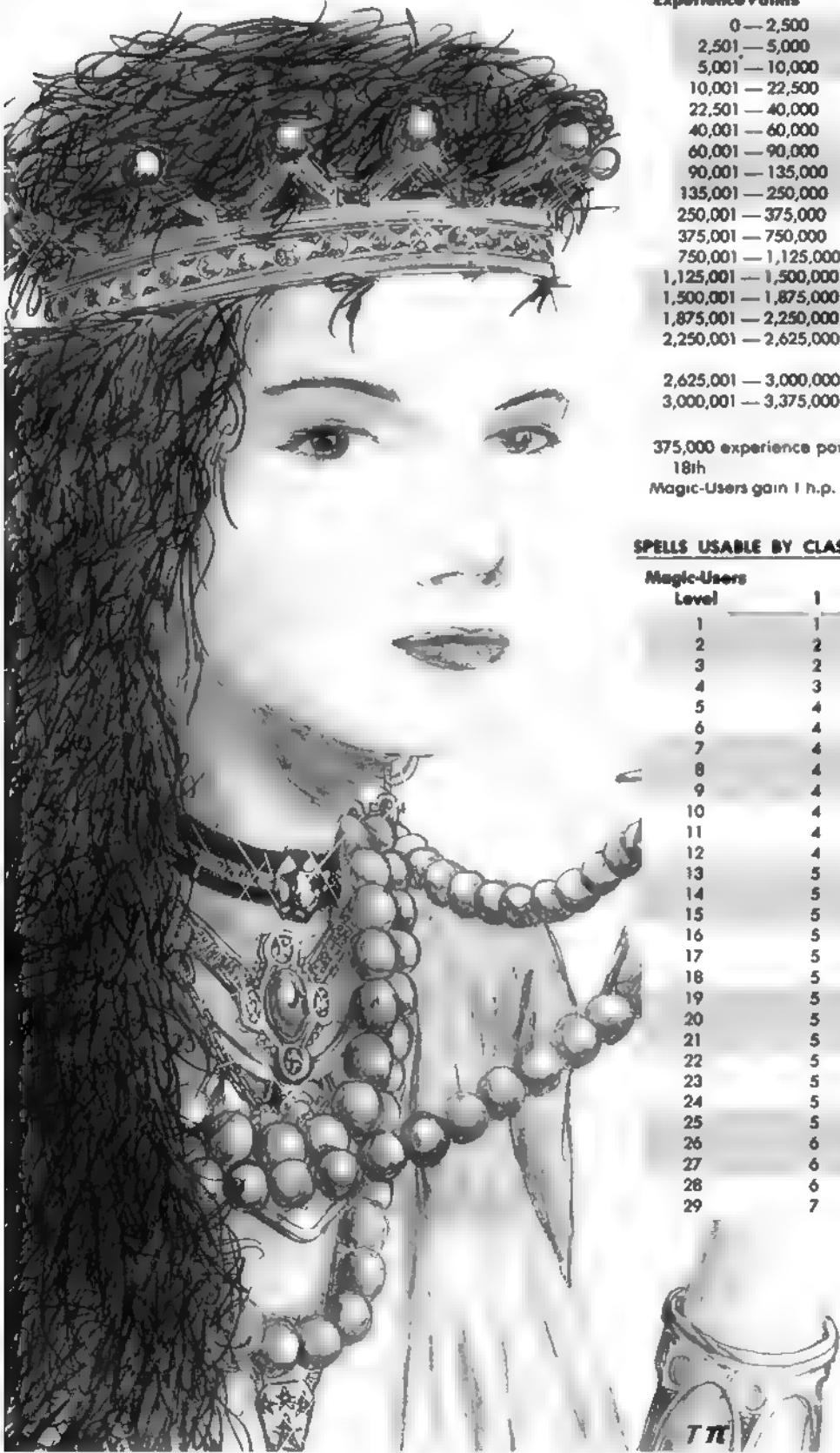
It is possible for a magic-user of 12th or higher level to construct a stronghold and clear the countryside in a 10 or 20 mile radius of all monsters, thus ruling an area much as a noble. If this is accomplished, a revenue of 5 silver pieces per inhabitant per month is generated in the territory ruled.

MAGIC-USERS TABLE I.

Experience Points	Level	4-Sided Dice for Experience Accumulated Hit Points	Level Title
0 — 2,500	1	1	Prestidigitator
2,501 — 5,000	2	2	Evoker
5,001 — 10,000	3	3	Conjurer
10,001 — 22,500	4	4	Theurgist
22,501 — 40,000	5	5	Thaumaturgist
40,001 — 60,000	6	6	Magician
60,001 — 90,000	7	7	Enchanter
90,001 — 135,000	8	8	Warlock
135,001 — 250,000	9	9	Sorcerer
250,001 — 375,000	10	10	Necromancer
375,001 — 750,000	11	11	Wizard
750,001 — 1,125,000	12	11+1	Wizard (12th level)
1,125,001 — 1,500,000	13	11+2	Wizard (13th level)
1,500,001 — 1,875,000	14	11+3	Wizard (14th level)
1,875,001 — 2,250,000	15	11+4	Wizard (15th level)
2,250,001 — 2,625,000	16	11+5	Wizard (16th level, or Mage)
2,625,001 — 3,000,000	17	11+6	Wizard (17th level)
3,000,001 — 3,375,000	18	11+7	Wizard (18th level or Arch-Mage)

375,000 experience points per level for each additional level beyond the 18th

Magic-Users gain 1 h.p. per level after the 11th

SPELLS USABLE BY CLASS AND LEVEL — MAGIC-USERS

Magic-Users Level	Magic-Users Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6

The Illusionist

Illusionists form a sub-class of magic-users, and in most respects they conform to the characteristics of the latter. To be an illusionist, a character must have a minimum intelligence of 15 and a minimum dexterity of 16 (a high manual dexterity is required in casting of the spells used by this class). An important difference between illusionists and magic-users is that the former do not gain any experience bonus for having high scores in their required abilities of intelligence and dexterity.

While being equal, or even slightly inferior, to normal magic-users in most respects, illusionists have different and highly effective spells to employ. A perusal of the number and types of spells usable by illusionists (see **CHARACTER SPELLS**) will reveal that they are at least as powerful as normal magic-users and possibly slightly more potent at very high levels. The power of illusionists due to their spells is offset, however, by the limitations placed upon the magic items they can use. The magical items usable by illusionist class characters are enumerated below:

— all potions not restricted to fighters only

— illusionist scrolls and magic-user scrolls which contain spells usable by illusionists

— all rings

— rod of cancellation, staff of striking, and wands of enemy detection, fear, illusion, magic detection, metal & mineral detection, secret door & trap detection, wonder

— miscellaneous magic items usable by every class of characters, crystal balls (but not with any added powers), all robes (excluding robe of the arch-magi), and books and similar written works readable by magic-users

— artifacts which are not proscribed items with respect to illusionists (such as armor, swords, axes, etc.)

— magic daggers

Illusionists are capable of manufacturing those magical items which create or sustain illusion. They may do so at 10th level (Illusionist) and above; this is done in much the same manner in which regular magic-users create magic items.

ILLUSIONISTS (MAGIC-USERS) TABLE I.

Experience Points	Experience Level	4-Sided Dice for Accumulated Hit Points	Level Title
0—2,250	1	1	Prestidigitator
2,251—4,500	2	2	Minor Trickster
4,501—9,000	3	3	Trickster
9,001—18,000	4	4	Master Trickster
18,001—35,000	5	5	Cabalist
35,001—60,000	6	6	Visionist
60,001—95,000	7	7	Phantasmist
95,001—145,000	8	8	Apparitionist
145,001—220,000	9	9	Spellbinder
220,001—440,000	10	10	Illusionist
440,001—660,000	11	10+1	Illusionist (11th level)
660,001—880,000	12	10+2	Illusionist (12th level)

220,000 experience points per level of experience beyond the 12th Illusionists gain 1 h.p. per level after the 10th.

SPELLS USABLE BY CLASS AND LEVEL — ILLUSIONISTS (MAGIC-USERS)

Illusionists Level	Illusionist Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	1	-	-	-	-
7	4	3	2	-	-	-	-
8	4	3	2	1	-	-	-
9	5	3	3	2	-	-	-
10	5	4	3	2	1	-	-
11	5	4	3	3	2	-	-
12	5	5	4	3	2	1	-
13	5	5	4	3	2	2	-
14	5	5	4	3	2	2	1
15	5	5	4	4	2	2	2
16	5	5	5	4	3	2	2
17	5	5	5	5	3	2	2
18	5	5	5	5	3	3	2
19	5	5	5	5	4	3	2
20	5	5	5	5	4	3	3
21	5	5	5	5	5	4	3
22	5	5	5	5	5	5	4
23	5	5	5	5	5	5	5
24	6	6	6	6	5	5	5
25	6	6	6	6	6	6	6
26	7	7	7	7	6	6	6

The Thief

The profession of thief is not dishonorable, albeit is neither honorable nor highly respected in some quarters. The major ability for a thief is dexterity, and a character must have not less than a 9 to become a thief. High intelligence is also desirable. Any thief character with a dexterity greater than 15 gains the benefit of being able to add a bonus of 10% to experience points awarded to him or her by the referee. A glance at the **CHARACTER ABILITY** section preceding this will reveal that high dexterity also benefits thieves in the performance of their class functions. These functions are detailed a bit later.

All thieves are neutral or evil, although they can be neutral good (rarely), and of lawful or chaotic nature. Most thieves tend towards evil.

Thieves are principally meant to take by cunning and stealth. Thieves have six-sided hit dice (d6). They are, however, able to wear light (leather) armor and use a fair number of weapons. Although they fight only slightly more effectively than do magic-users, they are able to use stealth in combat most effectively by back stabbing. This ability is explained hereafter.

The primary functions of a thief are: 1) *picking pockets*, 2) *opening locks*, 3) *finding/removing traps*, 4) *moving silently*, and 5) *hiding in shadows*. These functions are basically self-explanatory. The chance for success of any performance is based on the ability level of the thief performing it. This is modified with respect to picking pockets by the experience level of his or her victim and by the powers of the observer with respect to hiding in shadows.

These functions are detailed as follows:

1. Picking pockets (or folds of a garment or a girdle) also includes such activities as pilfering and filching small items. It is done by light touch and sleight of hand.

2. Opening locks includes figuring out how to open sliding puzzle locks and foiling magical closures. It is done by picking with tools and by cleverness, plus knowledge and study of such items.

3. Finding/removing traps pertains to relatively small mechanical devices such as poisoned needles, spring blades, and the like. Finding is accomplished by inspection, and they are nullified by mechanical removal or by being rendered harmless.

4. Moving silently is the ability to move with little sound and disturbance, even across a squeaky wooden floor, for instance. It is an ability which improves with experience.

5. Hiding in shadows is the ability to blend into dark areas, to flatten oneself, and by remaining motionless when in sight, to remain unobserved. It is a function of dress and practice.

Secondary functions of a thief are: 1) *listening at doors* to detect sounds behind them, 2) *ascending and descending vertical surfaces* such as walls, and 3) *back stabbing* those who happen upon the thief in the performance of his or her profession.

These functions are described as follows.

1. Listening at doors includes like activity at other portals such as windows. It is accomplished by moving silently to the door and pressing an ear against it to detect sound.

2. Ascending and descending vertical surfaces is the ability of the thief to climb up and down walls. It assumes that the surface is coarse and offers ledges and cracks for toe and hand holds.

3. Back stabbing is the striking of a blow from behind, be it with club, dagger, or sword. The damage done per hit is twice normal for the weapon used per four experience levels of the thief, i.e. double damage at levels 1-4, triple at 5-8, quadruple at levels 9-12, and quintuple at levels 13-16. Note that striking by surprise from behind also increases the hit probability by 20% (+4 on the thief's "to hit" die roll).

Additional abilities which accrue to thieves are:

1. All thieves, regardless of alignment, have their own language, the "Thieves' Cant". This language is known in addition to others which may be learned because of race and/or intelligence.

2. At 4th level (Robber), thieves are able to read 20% of languages, and this ability increases by 5% with each additional level of experience until an 80% probability is attained. This enables the possible reading of instructions and treasure maps without having to resort to a magic item or spell.

3. At 10th Level (Master Thief), thieves are able to decipher magical writings and utilize scrolls of all sorts, excluding those of clerical, but not druidic, nature. However, the fact that thieves do not fully comprehend magic means that there is a 25% chance that writings will be misunderstood. Furthermore, magic spells from scrolls can be mispronounced when uttered, so that there is an increasing chance per level of the spell that it will be the reverse of its intent.

These primary, secondary, and tertiary functions are displayed on a table hereafter.

Thieves cannot build strongholds as some other classes of characters do. They can, however, build a tower or fortified building of the small castle type (q.v.) for their own safety; but this construction must be within, or no more than a mile distant from, a town or city.

Any thief character of 10th or greater level may use his small castle type building to set up a headquarters for a gang of thieves, and he or she will accordingly attract from 4-24 other thieves. However, this will bring the enmity of the local Thieves Guild, and they will struggle to do away with the rival organization. Once begun, warfare will end only when and if all the Master Thieves on either or both sides are dead, or if the thief character removes to another locale.

THIEVES TABLE I

Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title
0 — 1,250	1	1	Rogue (Apprentice)
1,251 — 2,500	2	2	Footpad
2,501 — 5,000	3	3	Cutpurse
5,001 — 10,000	4	4	Robber
10,001 — 20,000	5	5	Burglar
20,001 — 42,500	6	6	Filcher
42,501 — 70,000	7	7	Sharper
70,001 — 110,000	8	8	Magsman
110,001 — 160,000	9	9	Thief
160,001 — 220,000	10	10	Master Thief
220,001 — 440,000	11	10+2	Master Thief (11th level)
440,001 — 660,000	12	10+4	Master Thief (12th level)

220,000 experience points per level for each additional level beyond the 12th.

Thieves gain 2 h.p. per level after the 10th.

As shown on Character Classes Table II, members of the thief class are not restricted to wearing only leather armor. However, a thief's chance of performing one of the special functions of the class may be lessened if he or she is otherwise attired — and certain bonuses apply if the thief wears no armor, as indicated on the following table.

THIEVES TABLE II

Effects of Armor on Thief Functions

Thief Function	No armor[1]	Elfin Chain	Studded or Padded	Ring or Chain	Scale or Banded	Plate Mail	Plate Armor
Pick Pockets	+5%	-20%	-30%	-40%	-50%	-75%	-100%
Open Locks	-	-5%	-10%	-15%	-20%	-40%	-80%
Find/Remove Traps	-	-5%	-10%	-15%	-20%	-40%	-80%
Move Silently	+10%	-10%	-20%	-40%	-60%	-80%	-100%
Hide in Shadows[2]	+5%	-10%	-20%	-30%	-50%	-75%	-110%
Hear Noise	-	-5%	-10%	-20%	-30%	-50%	-70%
Climb Walls	+10%	-20%	-30%	-40%	-90%	-99%	-99.9%

General note: No dexterity bonuses apply to thief functions (though penalties do) when wearing armor other than simple leather

1: This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.

2: Assumes that armor worn is covered by another garment. Elfin chain mail is light and thin, and can be worn under normal clothing. All other types of armor except simple leather are stiff and/or bulky, and can only be covered by a full body cloak.

THIEF FUNCTION TABLE (PLUS RACIAL ADJUSTMENTS)

Level of the Thief	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
				Base Chance to				
1	30%	25%	20%	15%	10%	10%	85%	-
2	35%	29%	25%	21%	15%	10%	86%	-
3	40%	33%	30%	27%	20%	15%	87%	-
4	45%	37%	35%	33%	25%	15%	88%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%
8	65%	57%	55%	62%	49%	25%	96%	40%
9	70%	62%	60%	70%	56%	30%	98%	45%
10	80%	67%	65%	78%	63%	30%	99%	50%
11	90%	72%	70%	86%	70%	35%	99.1%	55%
12	100%	77%	75%	94%	77%	35%	99.2%	60%
13	105%	82%	80%	99%	85%	40%	99.3%	65%
14	110%	87%	85%	99%	93%	40%	99.4%	70%
15	115%	92%	90%	99%	99%	50%	99.5%	75%
16	125%	97%	95%	99%	99%	50%	99.6%	80%
17	125%	99%	99%	99%	99%	55%	99.7%	80%

▮▮▮ of the Thief	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Dwarf	-	+10%	+15%	-	-	-	-10%	-5%
Elf	+5%	-5%	-	+5%	+10%	+5%	-	-
Gnome	-	+5%	+10%	+5%	+5%	+10%	-15%	-
Half-Elf	+10%	-	-	-	+5%	-	-	-
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-15%	-5%
Half-Orc	-5%	+5%	+5%	-	-	+5%	+5%	-10%

Notes Regarding Thief Function Table:

Percentile dice are rolled to determine whether the thief is successful or not. Any score equal to or less than the percentage shown for the appropriate level of thief performing the designated function will indicate success.

Picking Pockets fails if a score above the percentage shown for the level of thief attempting the function is generated. If the score is 21% or more above the number shown, the victim notices the thief's attempt. The potential victim reduces the thief's chances for success by 5% for every level of experience he or she is above the 3rd, i.e. -5% at 4th level, etc. For example, a high level thief (Master Thief, 12th level) is planning to pick the pockets of a magic-user he has noticed nearby. The base chance for success is 100%, the thief is a half-elf and adds 10% for racial ability; the thief also has 18 dexterity ability score, so another 10% is added. This totals a nice, safe 120% — can't fail! However, the victim happens to be 12th level also, so the subtraction is 9 X -5% = -45%. This brings the chance for success down to 75%. A good chance, but if 96% or higher is rolled, the thief will be noticed, and . . . Success gains an item from the victim; the item is determined at random from a list of possessions unless the exact location of a particular item is known by the thief.

Opening Locks may be attempted by any given thief but once per lock. If the score generated exceeds the adjusted (for ability and race) base score, the thief has failed, and no amount of trying will ever enable him or her to succeed with that lock, although the thief may try again when he or she has risen to a higher level of experience. Success opens the lock.

Finding/Removing Traps is accomplished in exactly the same manner as opening locks. Roll for each function separately (a trap must be located before removal can be attempted). One try only per thief is allowed. Success deactivates the trap.

Moving Silently can be attempted each time the thief moves. It can be used to approach an area where some creature is expected, thus increasing chances for *surprise* (q.v.), or to approach to back stab, or simply done to pass some guard or watchman. Failure (a dice score in excess of the adjusted base chance) means that movement was not silent (see *SURPRISE*). Success means movement was silent.

Hiding in Shadows cannot be accomplished under direct observation. It can be accomplished with respect to creatures with *infravision* (q.v.) only if some heat producing light source is near to the creature or to the thief

attempting to so hide. Success makes the thief virtually invisible until he or she moves. Note that spells such as *detect invisibility* or *true seeing* will reveal a thief hiding in shadows if such sight is directed towards him or her.

Hearing Noise is simply listening intently. The thief and his or her accomplices must themselves be quiet (but not silent as in moving). This function can be repeated as often as desired. It requires a full minute to listen, i.e. one-tenth of a normal turn, or time equal to a melee round. Note that sleeping creatures, undead, and many other creatures do not make sounds discernible through a portal. Success informs the hearer that someone or something awaits beyond the portal.

Climbing Walls is attempted whenever needed and desired. It is assumed that the thief is successful until the mid point of the climb. At that point the dice are rolled to determine continued success. A score in excess of the adjusted base chance indicates the thief has slipped and fallen. (Your referee will inform you of what amount of damage has been done from the fall.) Success indicates that safe ascent or descent has been accomplished. Note that in some cases a third d10 will have to be rolled to determine the success or failure.

Reading Languages can be attempted but once. Failure — a score greater than the percentage chance shown for the experience level of the thief — means that the language is not understood and no amount of reading will make it comprehensible. However, the thief can try again with each new experience level he or she gains.

The Thief-Acrobat

Any thief character with a minimum strength of 15 and a minimum dexterity of 16 may decide to forego normal thievery after rising through the 5th level of experience and become a "split-class" specialist, a Thief-Acrobat. The thief then leaves off all practices which increase his or her manual dexterity and begins a regimen of physical exercise in order to build coordination, muscle tone, and balance. This program of gymnastics precludes any further progress in the following skills:

pick pockets   find traps
open locks   remove traps
read magic (never gained)

Skills ended at 5th level, while no longer improving, are not forgotten, so they remain at the level (5th) which the thief was when he or she began to specialize in acrobatics in conjunction with his or her profession. A thief-acrobat may be of any race, just as regular thieves can be. Thief-acrobats with strength and dexterity scores of 16 or better add a 10% bonus to earned experience.

Upon gaining sufficient experience points to achieve 6th level ability as a thief, the character desiring to specialize as a thief-acrobat must seek out a character already in this profession to train him or her. The established thief-acrobat must be of at least 10th level. It will require 6 full weeks of training to learn the basic skills needed to begin active practice of the social profession of thief-acrobat. Except as noted, the specialization procedure is otherwise the same as that for a regular thief.

The primary functions of a thief-acrobat are *tightrope walking, pole vaulting, jumping,* and *tumbling.* In addition to these functions, the thief-acrobat retains the abilities to *move silently, hide in shadows, hear noise,* and *read languages* which he or she acquired through 5th level of the standard thief profession. Although the ability to read magical writings is never gained, the ability to *climb walls* is still increased according to experience level.

Tightrope walking assumes that the character will use this means to cross from place to place. The skill allows ascent up a rope or beam of about a 45° angle (maximum) or descent at a slightly steeper angle, all while upright and with hands free (in general). This is accomplished by balance, muscle coordination, and superb reflexes. Use of this skill further assumes that the character will be traveling no more than 60' distance. Movement rate is 60' per round. If distance is greater than 60', then additional checks must be made. Moderate winds decrease chance of success by 10%, strong winds by 20%. In strong, gusty wind conditions there is *always* a 5% chance of failure. In non-windy conditions, a balance pole increases the chance of success by 10%. Failure to perform successfully means that the character falls to the area below, taking damage accordingly. Those characters who are not thief-acrobats can walk a tightrope at a base 20% chance, and move no faster than 30' per round.

Pole vaulting includes any jumping which employs a leverage device to assist the individual in gaining height from momentum; i.e., a teeter board or springboard might serve as well or better than a pole in some cases. It will help to get quickly on top of or over obstacles. It requires

THIEF-ACROBAT TABLE I

Experience Points	Exp. Level	Level Title
20,001 — 45,000	6	Burglar-Acrobat
45,001 — 75,000	7	Second-Story Thief
75,001 — 125,000	8	Cat Burglar
125,001 — 180,000	9	Master Cat Burglar
180,001 — 250,000	10	Thief-Acrobat
250,001 — 500,000	11	Master Thief-Acrobat
500,001 — 750,000	12	Master Thief-Acrobat (12th)

250,000 experience points per level for each additional level beyond the 12th.

strength, dexterity, and practice to improve. A successful pole vault requires at least a 30' running start and a pole at least two-thirds the length of the distance to be vaulted. The pole is dropped when the vault occurs. The vaulter can land on his or her feet atop a surface of 1/2' less height than the maximum height of the pole vault, if so desired, assuming such a surface exists. Otherwise the vaulter lands, tumble-rolls, and is on his or her feet in 1 segment. Non-thief-acrobats cannot effectively pole vault.

Jumping includes all sorts of unassisted leaps — high jumping and broad jumps (both from a standing and a running start) being important here. The use of this skill requires coordinated strength and continual practice.

High jumping requires at least a 20' running start. The high jumper clears the obstacle in a near-horizontal position but lands on his or her feet. If some elevated step, or a series of such steps, enables the character to maintain rapid motion, he or she can then high-jump from such an elevated step just as if doing so normally. Alternately, the jumper can opt to land atop some higher surface. This surface must be no more than 4' above the level from which the jump is made, or 2' under the maximum height for normal high jumping, whichever is the greater. In either case, the thief-acrobat

lands on his or her feet in 1 segment Non-thief-acrobats can high jump about 3' without difficulty

Broad jumping is self-explanatory. A jump of any sort requires but a single segment to accomplish. A running broad jump requires a run of at least 20'. In standing jumps, the thief-acrobat can leap forward up to the maximum distance, or backward up to half the maximum distance, in order to attack or avoid being in attack range, if this is deemed possible by the DM. All jumps assume the character will land on his or her feet. If the character wishes to leap in an extended position, 2' of additional distance can be gained, but the character will then land prone and take 2 full segments to get back on his or her feet. A 3' extension can be attempted, but this has a 25% chance of failure and a 3-segment period of recovery; a 4' extension has a 50% chance of failure and a 4-segment recovery; an extension of 5' has a 75% chance of failure and a 5-segment recovery period Non-thief-acrobats can perform a standing broad jump of up to 4' in distance and a running broad jump of up to 8'. They will always land prone and require a full round to recover Naturally, no extra weight or bulky armor may be worn when high jumping or broad jumping.

Tumbling assumes all sorts of gymnastic skills — tumbles, rolls, jumps, handstands, and so on. These routines are then used in attack, defensive evasion, and in jumping/falling. Tumbling maneuvers have the following benefits:

Attack adds the indicated percentage to the character's chance for success in hand-to-hand combat involving pummeling. Characters who are not Thief-Acrobats may not benefit from tumbling maneuvers.

Evasion enables the character to opt to evade attacks directed at him or her — just as magic resistance would work with respect to magical attack forms directed at the individual (or within a relatively small area, such as a few square feet, from which the thief-acrobat could easily remove himself or herself), or from melee combat — in the case where the thief-acrobat has the initiative, but only in this case. In any event, the chance for success cannot exceed a base of 60%, adjusted for dexterity and/or race. Evasion routines of any sort require 1 segment maximum to perform.

Falling percentage indicates the chance for the thief-acrobat to take no damage from a fall of the indicated distance. Thus, at 6th level there is a 25% chance that the character will take no damage from a 10' fall. If damage is taken, the converse of the percentage to avoid damage is used to find maximum damage. Again in the case of a 6th level thief-acrobat falling 10' and taking damage, only 75% of normal (1d6) damage, rounded down, is taken. Note that at 9th level, it is not possible for a thief-acrobat to take damage from a 10' fall, and it is 25% probable that he or she will take no damage from a 20' fall. Again, only damage from the second portion of the fall's distance would be considered if damage was indicated. Example: A 23rd level thief-acrobat is knocked off a tightrope and falls 60' to the rocks below No damage would be sustained if the fall were 50' or less, but in a 60' fall the character's body reaches a high velocity, such that unless 20% or lower is scored by the character on a falling roll, he or she will take 80% of the usual amount of damage for a 60' fall, so it is 80% likely that 80% of 6d6 damage would be taken. Falls of a distance longer than the "safe" distance for a particular thief-acrobat add their normal increment of damage dice, regardless of elimination of shorter distances. Thus, in the example above, the 23rd level thief-acrobat falling 70' instead of 60' would suffer 80% of maximum damage for a 60' fall (80% of 6d6), plus 100% of 7d6. For an 80' fall, 100% of another 8d6 would be added; the total damage therefore would be 15d6 plus 80% of 6d6.

THIEF-ACROBAT FUNCTION TABLE (PLUS RACIAL ADJUSTMENTS)

Character Level	Tightrope Walking	Pole Vaulting	High Jumping	Broad jumping:		Tumbling maneuvers:		
				Standing	Running	Attack	Evasion	Falling
6	75%	9'	4'	5'	9'	6%	10%	25%,10'
7	80%	9½'	4¼'	5½'	9½'	7%	15%	50%,10'
8	85%	10'	4½'	6'	10'	8%	20%	75%,10'
9	90%	10½'	4¾'	6½'	10½'	9%	25%	25%,20'
10	95%	11'	5'	7'	11'	10%	30%	50%,20'
11	100%	11½'	5¼'	7½'	11½'	11%	35%	75%,20'
12	100%	12'	5½'	8'	12'	12%	40%	25%,30'
13	100%	12½'	5¾'	8½'	13'	13%	45%	50%,30'
14	100%[1]	13'	6¼'	9'	14'	14%	50%	75%,30'
15	100%[1]	13½'	6½'	9½'	15'	15%	52%	20%,40'
16	100%[2]	14'	7'	10'	16'	16%	54%	40%,40'
17	100%[2]	14½'	7½'	10½'	17'	17%	56%	60%,40'
18	100%[3]	15'	8'	11'	18'	18%	58%	80%,40'
19	100%[3]	15½'	8½'	11½'	19'	19%	60%	20%,50'
20	100%[4]	16'	9'	12'	20'	20%	60%	40%,50'
21	100%[4]	16½'	9'	12'	21'	20%	60%	60%,50'
22	100%[5]	17'	9'	12'	22'	20%	60%	80%,50'
23	100%[5]	17½'	9'	12'	22'	20%	60%	20%,60'

Racial adjustments:

Dwarf	-5%	-2'	-1'	-2'	-3'	+10%	+5%	—
Elf	+10%	—	—	—	-1'	—	+5%	+5%
Gnome	—	-2'	-1'	-1½'	-4'	+5%	+5%	—
Half-elf	+5%	—	—	—	—	+5%	—	—
Halfling	—	-2'	-1'	-1½'	-4'	+5%	+10%	+5%
Half-orc	—	—	—	—	—	—	—	+10%

1. Includes the ability to carry up to 1,000 gp weight/encumbrance in addition to normal load, or handle a moderate wind with no penalty to the chance for success

2: Includes the ability to carry up to 2,000 gp weight/encumbrance in addition to normal load, or carry up to 1,000 gp weight/encumbrance in a moderate wind, or handle a strong wind.

3 Includes the ability to carry up to 2,000 gp weight/encumbrance in a moderate wind, or up to 1,000 gp weight/encumbrance in a strong wind.

4: Includes the ability to bear up to 3,000 gp weight/encumbrance, or perform as in (3) above

5: Includes the ability to carry up to 2,000 gp weight/encumbrance in a strong wind, or up to 3,000 gp weight/encumbrance in a moderate wind, or up to 4,000 gp weight/encumbrance in no wind.

In all other respects except as indicated herein, the thief-acrobat is treated as a thief. This includes the gaining of followers, other special abilities, setting traps (at 5th level of ability, of course), and the gaining of experience points.

Thief-acrobats will be a part of the normal thieves' guild if any such characters exist in the territory controlled by the guild. They can be leaders in such organizations, since they are treated the same as regular thieves by their brethren.

THIEF-ACROBAT TABLE II: Adjustments for Strength

Strength Score	High Jump	Standing Broad Jump	Running Broad Jump
16	—	—	+ ½'
17	+ ¼'	+ ¼'	+ 1'
18	+ ½'	+ ½'	+ 2'

Note: All bonuses given above are used to adjust the *Thief-Acrobat Function Table* detailed herein. The adjustment for strength, plus racial adjustments, are added to the base chance for success or function maximums found there

THIEF-ACROBAT TABLE III: Adjustments for Dexterity

Dexterity Score	Tightrope Walking	Pole Vaulting	Tumbling maneuvers: Attack	Evasion	Falling
16	+ 5%	—	+ 1%	+ 2%	—
17	+ 10%	+ 1'	+ 2%	+ 3%	—
18	+ 15%	+ 2'	+ 3%	+ 5%	+ 5'
19	+ 20%	+ 3'	+ 4%	+ 8%	+ 10'

Note: All bonuses given above are used to adjust the *Thief-Acrobat Function Table* detailed herein. The dexterity bonuses here are added to the base chances for success or function maximums found there. Racial adjustments must also be made.

THIEF-ACROBAT TABLE IV: Weight/Encumbrance Limits

Experience level	Body-associated wt./encumbrance	Additional (carried) wt./encumbrance
6	450 gp	100 gp
7	460 gp	200 gp
8	470 gp	300 gp
9	480 gp	400 gp
10	490 gp	500 gp
11	500 gp	600 gp
12	510 gp	700 gp
13	520 gp	850 gp
14	530 gp	1,000 gp
15	540 gp	1,500 gp
16	550 gp	2,000 gp
17	570 gp	2,250 gp
18	600 gp	2,500 gp
19	625 gp	2,750 gp
20	650 gp	3,000 gp
21	660 gp	3,500 gp
22	670 gp	4,000 gp
23	700 gp	4,000 gp

Note: The term *Body-associated weight/encumbrance* refers strictly to the clothing, accessories, armor, and weapons of the character. Consider the following example of this for a typical character:

Clothing (partial only due to armor)	20 gp
Leather armor	150
Boots, soft	30
Belt	3
Belt pouch, large	10 gp
Belt pouch, small	5
Cloak, hooded	25
Dagger and scabbard	10
Short sword and scabbard	35
TOTAL	288 gp

Balance for additional equipment and/or loot	(no more than) 162
GRAND TOTAL	450 gp
	(maximum for 6th level)

No more than the indicated weights/encumbrances can be borne by the thief-acrobat at any time if he or she is to be able to perform the functions of his or her class (except for tightrope walking, as outlined in the notes to the *Thief-Acrobat Function Table*). Thus, loot will typically be carried in a hand-held container in order to be quickly rid of it so as to be able to vault, jump, or tumble. No backpack can ever be worn during thief-acrobat activities, other than during tightrope walking. Climbing functions of the thief-acrobat assume that only the stipulated weights/encumbrances will be borne.

The term *Additional (carried) weight/encumbrance* refers strictly to the weight borne when tightrope walking. Since this movement is very slow anyway, such great encumbrance is of no matter as long as it is evenly distributed and properly balanced. Thus, a 14th level thief-acrobat can carry an additional burden of 1,000 gp weight/encumbrance in tightrope walking, but he or she cannot expect to otherwise move freely during vaulting, jumping, or tumbling routines, or even to climb walls with an extra 100-pound load. At 22nd level, a 400-pound person (perhaps a man in plate mail) could be carried on the thief-acrobat's back, but only so long as that individual did not move so as to throw the thief-acrobat off balance.

The Assassin

Assassins are a sub-class of the thieves, and they have the functions of the latter as well as their own. Thus, to be an assassin, a character must have a minimum strength of 12, an intelligence of 11 or more, and a dexterity score of not less than 12. Assassins do not gain any experience bonuses for having high ability scores.

Just as do thieves, assassins have six-sided dice (d6) for determining the number of hit points (q.v.) they can sustain. Assassins are evil in alignment (perforce, as the killing of humans and other intelligent life forms for the purpose of profit is basically held to be the antithesis of weal). They can, of course, be neutral as regards lawful and chaotic evil. As mentioned above, assassins have thieving capabilities and their own ability functions. Because they can use any sort of shield and weapon, they are generally superior to thieves in combat.

THIEF-ACROBATS TABLE V

Effects of Armor on Thief-Acrobat Functions

Thief-Acrobat Function	No armor¹	Elfin Chain	Studded or Padded	Ring or Chain	Scale or Banded	Plate Mail	Plate Armor
Tightrope Walking	+ 5%	—	-10%	-40%	-70%	-90%	-100%
Pole Vaulting	+1'	-½'	-1'	-4'	-8'	-12'	-18'
High Jumping	+1'	-½'	-1'	-4'	-8'	-12'	-18'
Broad Jump, Standing	+ ½'	—	-½'	-3'	-5'	-7'	-10'
Broad Jump, Running	+1'	—	-½'	-5'	-10'	-15'	-20'
Tumbling, Attack	+ 2%	-5%	-10%	-20%	-20%	-30%	-50%
Tumbling, Evasion	+ 4%	-5%	-10%	-30%	-60%	-70%	-70%
Tumbling, Falling	+5'	—	-5'	-10'	-30'	-50'	-70'

General note No dexterity bonuses apply to functions (although penalties do) when wearing armor other than simple leather
1 This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.

An assassin character need not be a member of the Assassins Guild of the town or city he or she dwells in, but all non-player assassin characters are members of such guilds. There is one such guild in most towns and cities, and each controls an area of from 10 to 100 miles radius around the headquarters town or city. Any assassin discovered in a guild area who is not a member of the local Assassins Guild will be invited to join, thus coming under the authority and command of the Guildmaster Assassin. The assassin character need not join, but he or she will be under sentence of death if the character performs an assassination while not a guild member. Further discussion of Assassins' Guilds is given later.

The primary function of assassins is killing. They may use poison — ingested or insinuated by weapon. Poison ingested must be put into the food or drink, and the character performing this action must detail exactly when, where, and how the poisoning will be done. The DM will then adjudicate the action. Poisoned weapons (see **POISON**) used run the risk of being noticed by others. All non-assassins within 10' of the bared weapon have a 10% cumulative chance each per melee round (q.v.) of noting the poison and attacking the poison-using assassin and/or calling for the city watch. (There is a 20% chance for attacking the assassin, a 50% chance for calling for the watch, and a 30% chance for shouting for the watch and then attacking the assassin.)

Example: An assassin draws a dagger with a poisoned blade. The first melee round it can be seen by two persons. The percentile dice are rolled for each, but unless 10 or less is rolled, they do not notice the venom. The next melee round the two first seeing the weapon have a 20% chance of noticing the poison, and any others seeing it for the first time have but a 10% chance. If any onlooker does see the poison, percentile dice are rolled: a score of 01 to 20 indicates attack, 21 to 70 indicates a hue and cry for the watch, and 71-00 indicates both.

Assassins attack on the same combat tables as thieves do, including back stabbing. However, if they surprise (q.v.) a victim, they may attack on the ASSASSINATION TABLE. This gives a roughly 50% chance of immediately killing the victim; and if this fails, normal damage according to weapon type and strength ability modifiers still accrues to the victim. Thus, if a poisoned weapon is used, the victim must also make the saving throw versus poison or die. The assassin decides which attack mode he or she will use: assassination, back stabbing, or normal melee combat.

Primary abilities of assassins which enhance their function are those of being able to speak *alignment languages* and being able to *disguise*, as follows:

I. Assassins with intelligence of 15 or more are able to learn an alignment tongue (even those special languages of druids and thieves). This ability is gained at 9th level (Assassin) and with each advance in experience level thereafter. The maximum number of alignment languages which can be spoken by an assassin is *four* — one for each point of intelligence above 14, i.e. one at 15, two at 16, three at 17, and four at 18 intelligence. Note. An assassin would have to be of

12th level (Chief Assassin) and have 18 intelligence to be able to speak four alignment languages. The assassin may select from the following languages:

CHAOTIC EVIL	NEUTRAL EVIL
CHAOTIC GOOD	NEUTRAL GOOD
CHAOTIC NEUTRALITY	NEUTRALITY
LAWFUL EVIL	DRUIDIC
LAWFUL GOOD	THIEVES' CANT
LAWFUL NEUTRALITY	

2. Disguise can be donned in order to gain the opportunity to poison or surprise a victim — or for other reasons. The assassin can disguise himself or herself so as to appear to be a human, semi-human, or humanoid creature of either sex. Disguise can lower height by two or three inches, or raise it by up to four or five inches. It can make the assassin look slimmer or appear much heavier. Disguise can make the assassin appear to be virtually any class of character, a simple pilgrim, a merchant, etc. There is a chance, however, that the victim, or one of his or her henchmen or guards, will notice the disguise. There is a base chance of 2% per day of a disguised assassin being spotted. This chance goes upwards by 2% if the assassin is posing as another class, another race, and/or the opposite sex (maximum of 8% chance). Each concerned party (victim, henchmen, bodyguards) in proximity to the assassin will be checked for, immediately upon meeting the disguised assassin and each 24 hour period thereafter. The chance for spotting a disguised assassin goes downward by 1% for each point below 24 of combined intelligence and wisdom of the observer concerned, i.e. a victim with an intelligence and wisdom combined total of 20 has reduced his or her chances of spotting the disguised assassin by 4%. The reverse is also true, intelligence and wisdom above a combined total of 30 increase the chance of detection by 1% per point. Note: *True seeing* or a *wand of enemy detection* will discover an assassin, as will *detect evil,* or *know alignment* in some cases

The secondary function of the assassin is spying. This mission can be coupled with the stealing of some item

Tertiary functions of assassins are the same as thieves. They have all abilities and functions of thieves; but, except for back stabbing, assassins perform thieving at two levels below their assassin level, i.e. a 3rd level assassin has the thieving abilities of a 1st level thief, a 4th level assassin the abilities of a 2nd level thief, etc.

Performing an assassination will gain experience points for the character — awarded for both the fee paid and the level of the victim. These awards are determined by the referee on the basis of a formula given in **ADVANCED DUNGEONS & DRAGONS, DUNGEON MASTERS GUIDE.**

Typical fees paid (in gold pieces) for assassination are:

MINIMUM FEES FOR ASSASSINATION

Level of Assassin	0	1-2	3-4	5-6	7-9	10-12	13-15	16+
1	50	100	150	200	250	-	-	-
2	60	120	175	250	300	350	-	-
3	75	150	225	300	400	500	-	-
4	100	200	300	450	600	750	1000	-
5	150	300	450	700	900	1100	1300	1500
6	250	500	750	1000	1300	1600	2000	2500
7	400	800	1200	1600	2000	2500	3500	4500
8	600	1200	1800	2400	3000	3750	5000	7500
9	850	1700	2600	3500	4400	6000	7500	10000
10	1200	2400	3600	4800	6000	8000	10000	15000
11	1700	3500	5100	7000	9000	12000	15000	20000
12	2500	5000	7500	10000	13000	17500	20000	25000
13	3500	7000	11000	15000	19000	25000	32500	40000
14	5000	10000	15000	20000	27500	35000	45000	60000
15	10000	20000	35000	50000	75000	100000	150000	250000

*Important, popular, and/or noble victims will be considered as being above their actual level with respect to fee. For example, an elder of a town who is generous and just (thus popular) might be only 4th level, but for purposes of payment for assassination the character would be considered at three times actual level

An assassin character cannot have any hirelings until he or she attains 4th level; at that time lower level assassins may be taken into service. Upon attaining 8th level, the character may also include thieves amongst his or her hirelings. Upon attaining 12th level, the character may hire any class desired. Of course, only neutral or evil characters will serve an assassin The total number of henchmen is that dictated by the character's charisma score. "Followers" are also possible, but these come only at the two uppermost levels of the assassin class.

In order for an assassin character to gain experience levels above the 13th (Prime Assassin), he or she must have the requisite experience points and then either assassinate the local Guildmaster Assassin (14th level) or challenge him or her to a duel to the death. Likewise, a 14th level player character assassin can journey to the place where the Grandfather of Assassins (15th level) has his or her headquarters and slay him or her by assassination or in a duel. Note that duplicity, trickery, ambush, and all forms of treachery are considered as fair by assassins. A higher level character can accept a challenge and then have the challenger slain by archers, for instance.

As Guildmaster (or Guildmistress) Assassin, a character will have a body of guild members which numbers between 7-28. Upon change of leadership it is 75% likely that each guild member will leave the area. Thus, it will be necessary for the new Guildmaster to allow new members into the guild. These new assassins will all be 1st level and must be worked up in experience levels. The maximum number of such "followers" of the local guild will be set by your referee. They are in addition to normal henchmen. Note that guild members are loyal only to strength, power, and profit.

The headquarters of a guild is always within a large town or big city. It must not be a noticeable fortress or an ostentatious place It is typically a warehouse or other nondescript structure, with safeguards and traps added. This avoids attention and unwanted notoriety. All expenses of maintaining the guild and its members — excluding the Guildmaster — are assumed to be fully paid for by normal guild activities. Any improvements, changes, the expenses of the leader, and all other special costs must be borne by the Guildmaster Assassin.

The headquarters of the Grandfather of Assassins can be virtually anywhere and of any form — cavern, castle, monastery, palace, temple, you name it. However, if it is a large and obvious place, the headquarters must be located well away from all communities — such as in the midst of a murky woods, a dismal marsh or fen, a lonely moor, a deserted island, a remote coast, or far into forsaken hills or atop a mountain. Upon attaining the headship of all assassins, the new Grandfather or Grandmother must pay all remaining followers of the former head 1000 gold pieces for each of their experience levels, destroy the old headquarters, and construct a new one somewhere else.

ASSASSINS (THIEVES) TABLE

Experience Points	Experience Level	Dice for Accumulated Hit Points	Level Title
0—1,500	1	1	Bravo (Apprentice)
1,501—3,000	2	2	Rutterkin
3,001—6,000	3	3	Waghalter
6,001—12,000	4	4	Murderer
12,001—25,000	5	5	Thug
25,001—50,000	6	6	Killer
50,001—100,000	7	7	Cutthroat
100,001—200,000	8	8	Executioner
200,001—300,000	9	9	Assassin
300,001—425,000	10	10	Expert Assassin
425,001—575,000	11	11	Senior Assassin
575,001—750,000	12	12	Chief Assassin
750,001—1,000,000	13	13	Prime Assassin
1,000,001—1,500,000	14	14	Guildmaster Assassin
1,500,001 and Over	15	15	Grandfather of Assassins

The Monk

The monk is the most unusual of all characters, the hardest to qualify for, and perhaps, the most deadly. That is why the class is given out of alphabetical order at the end of the section pertaining to character classes.

To be a monk a character must have the following minimum ability scores: strength 15, wisdom 15, dexterity 15, and constitution 11 Monks never gain any experience points bonuses. Dexterity gives them no armor class adjustment.

Monks are monastic aesthetics who practice rigorous mental and physical training and discipline in order to become superior. Therefore they must always be lawful in alignment, although they can be evil, good, or neutral with respect to their approach to lawfulness. A monk who for any reason loses this lawful alignment loses all monk abilities and must begin again as a first level character Non-player character monks will be aligned as follows: 50% lawful good, 35% lawful neutral, 15% lawful evil

A brief study of CHARACTER CLASSES TABLES I and II will reveal that the monk appears to be quite weak, even considering that at the topmost level a monk can have 18, albeit four-sided, hit dice (an average of 45 hit points without constitution score additions, if any) and has a good selection of weapons to choose from Monks have no spell ability, cannot wear armor or use a shield, and not even flaming oil is usable by them. This seems to make a weak character class indeed. But this impression is false, for monks have their own special attack and defense capabilities, certain other powers, and most of the abilities of the thief class and some clerical-type capabilities as well. So, while the class has drawbacks, it is very strong

With respect to combat, monks attack on the same table as clerics However, they add one-half of a hit point per level of experience to the amount of damage they score when they successfully attack an opponent with a weapon This simulates their study and knowledge of weapons and anatomy A 1st level monk scores $x + \frac{1}{2}$ HP of damage, where x equals the damage done by the weapon used and HP equals the number of hit points of damage. A 2nd level monk does $x + 1$ when he or she scores a hit, a 3rd level $x + 1\frac{1}{2}$, and so on all the way to Grand Master of Flowers who scores $x + 8\frac{1}{2}$ HP damage. Monks of median level and above actually fight better without weapons, using their open hands, despite the weapon damage bonus they receive.

Open hand combat damage is shown on MONKS TABLE II below. In addition, the monk has a chance to stun, or even kill, an opponent. An opponent is stunned by a monk for 1-6 (d6) melee rounds if the score of the monk's "to hit" die score exceeds the minimum number required for a hit by 5 or more, i.e. if 15 is required, a score of 20 would indicate a stun. The "to hit" scores rolled by the monk are never modified by any strength ability bonuses. The chance to kill is a percentage which equals the armor class (AC) of the opponent, modified by the number of experience levels above seven which the monk has attained. AC -1 is a negative chance for killing, as an example, but a monk of 9th level (two above 7th) would allow a 1% chance of killing. Note that 1) the monk must score a hit, and 2) the hit must stun the opponent, and 3) the percentile dice score must be equal to or less than the armor class of the stunned opponent, modified by the monk's levels over 7th, in order to score a kill.

Open hand fighting also allows the monk multiple attacks at such time as the monk has attained the 4th or higher experience level

Monks make saving throws on the table used by thieves, but they gain certain advantages: Non-magical missiles (arrows, bolts, bullets, thrown daggers, thrown javelins, thrown spears, etc.) which would normally hit can be dodged or knocked aside if the monk is able to make his or her saving throw against petrification for each such potential hit. In other respects, if a monk makes his or her saving throw against an attack form, the monk will sustain no damage from the attack, even if the attack form was a fireball, for instance At 9th level (Master of the North Wind) or higher, a monk who fails to make his or her saving throw will still sustain but one-half the total potential damage which the attack form could deliver, if possible That is, a fireball would do 50% of total damage, but the gaze of a basilisk would still petrify the monk.

At 1st level of experience, a monk is as likely to be surprised as any other character, i.e. 33 1/3%. This chance goes down to 32% at 2nd level, and it thereafter goes down 2% per level, so there is only a 30% chance of surprising a 3rd level monk, 28% chance at 4th level, 26% chance at 5th level, etc.

Monks have the following thief abilities which they perform at identical level of experience to that of a thief, i.e. a 1st level monk performs as a 1st level thief, a 2nd level monk as a 2nd level thief, etc. The abilities are:

1. Open Locks
2. Find/Remove Traps
3. Move Silently
4. Hide in Shadows
5. Hear Noise
6. Climb Walls

Although the chance of falling while climbing walls is the same as that of a thief of equal level, monks can escape taking damage as follows.

— At 4th level (Disciple), a monk can fall up to 20' if he or she is within 1' of a wall.

— At 6th level (Master), a monk can fall up to 30' if he or she is within 4' of a wall.

— At 13th level (Master of Winter), a monk can fall any distance if he or she is within 8' of a wall.

The monk must have an opportunity to periodically make contact with the wall during the descent. The wall is used by the monk to slow the fall so that no hit points of damage are sustained from the fall. Note that when reference to a wall is made, any similar surface, such as a tree trunk, cliff face, and the like, are equally useful to the monk.

The other abilities of monks are shown on the MONKS ABILITY TABLE below.

MONKS TABLE I: EXPERIENCE POINTS AND LEVELS

Experience Points	Experience Level	8-Sided Dice for Accumulated Hit Points	Level Title
0 — 2,250	1	2	Novice
2,251 — 4,750	2	3	Initiate
4,751 — 10,000	3	4	Brother
10,001 — 22,500	4	5	Disciple
22,501 — 47,500	5	6	Immaculate
47,501 — 98,000	6	7	Master
98,001 — 200,000	7	8	Superior Master
200,001 — 350,000	8	9	Master of Dragons
350,001 — 500,000	9	10	Master of the North Wind
500,001 — 700,000	10	11	Master of the West Wind
700,001 — 950,000	11	12	Master of the South Wind
950,001 — 1,250,000	12	13	Master of the East Wind
1,250,001 — 1,750,000	13	14	Master of Winter
1,750,001 — 2,250,000	14	15	Master of Autumn
2,250,001 — 2,750,000	15	16	Master of Summer
2,750,001 — 3,250,000	16	17	Master of Spring
3,250,001 & +	17	18	Grand Master of Flowers

MONKS TABLE II: MONKS ABILITY TABLE

Level Title	Level	Effective Armor Class	Move	Open Hand Attacks per Melee Round*	Open Hand Damage	Special Abilities
Novice	1	10	15"	1	1-3	-
Initiate	2	9	16"	1	1-4	-
Brother	3	8	17"	1	1-6	A
Disciple	4	7	18"	5/4	1-6	B
Immaculate	5	7	19"	5/4	2-7	C
Master	6	6	20"	3/2	2-8	D
Superior Master	7	5	21"	3/2	3-9	E
Master of Dragons	8	4	22"	3/2	2-12	F
Master of the North Wind	9	3	23"	2	3-12	G
Master of the West Wind	10	3	24"	2	3-13	H
Master of the South Wind	11	2	25"	5/2	4-13	I
Master of the East Wind	12	1	26"	5/2	4-16	J
Master of Winter	13	0	27"	5/2	5-17	K
Master of Autumn	14	-1	28"	3	5-20	-
Master of Summer	15	-1	29"	3	6-24	-
Master of Spring	16	-2	30"	4	5-30	-
Grand Master of Flowers	17	-3	32"	4	8-32	-

*Listings with a slash indicate extra attacks after the appropriate number of rounds, i.e. 5/4 means 5 attacks per 4 rounds, with the additional attack coming at the end of the round sequence

Notes Regarding Special Abilities:

Each special ability is designated by a capital letter.

A. The ability to speak with animals as druids do which begins at 3rd level of experience.

B. The ability to mask the mind so that ESP has only a 30% chance of success. This power begins at 4th level, and with each level of experience which the monk gains thereafter, the chance for success of ESPing the monk's thoughts drops by 2%, i.e. 28% chance of success on a 5th level monk, 26% on a 6th level, etc.

C. At 5th experience level a monk is not subject to diseases of any sort, nor is he ever affected by haste or slow spells.

D. The ability to use self-induced catalepsy to appear dead. This can be done perfectly, as the 6th (or higher) level monk is able to lower his or her body temperature and heart rate. The monk is able to maintain this state for twice the number of turns (10 minute periods) which equal his level, i.e. 12 turns at 6th level, 14 at 7th, etc.

E. At 7th level the monk gains the ability to heal damage on his or her body. The amount of damage which can be healed is 2-5 hit points (d4 + 1), and this amount increases by 1 hit point with each experience level gained thereafter, i.e. 3-6 HP at 8th level, 4-7 at 9th, etc. This may be done once per day.

F. The ability to speak with plants as druids do. This power is attained at 8th level.

G. Beguiling, charms, hypnosis, and suggestion spells have only a 50% chance of affecting a monk of the 9th level of experience. That is, the monk is 50% resistant to such magic. This resistance increases 5% per level thereafter, so that at 10th level such spells have but a 45% chance of affecting the monk, 40% at 11th level, and so on. Saving throws apply if resistance fails.

H. Telepathic and mind blast attacks (see ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Mind Flayer) upon a monk of 10th or higher level are made as if the character had an 18 intelligence, due to the monk's mental discipline.

53

I. At 11th and higher levels of experience monks are not affected by poison of any type.

J. Geas and quest spells have no effect upon monks of 12th or higher level.

K. The last ability gained, and perhaps the most terrible power, is that fabled attack which enables the monk to set up vibrations in the body of the victim, and the monk can then control such vibrations so as to cause death to occur when the monk stops them. Known as the "quivering palm", the monk merely touches his victim to set up the deadly vibrations. The victim can be virtually any creature. This power is limited as follows:

1. It can be attempted but once per week, and the monk must touch the intended victim within 3 melee rounds or the power is drained for one week.

2. It has no affect on the undead or creatures which can be hit only by magical weaponry.

3. The victim cannot have more hit dice than the monk using the power, and in any event, the total hit points of the victim cannot exceed those of the monk by more than 200%, or the power has no effect.

4. The command to die (the control of the vibrations) must be given by the monk within a set time limit, or else the vibrations simply cease of their own accord and do no damage whatsoever. The time limit of death command is one day per level of experience the monk has gained at the time the power is used.

There are a number of strictures which monk characters must abide by. These restrictions apply to 1) armor and weapons, 2) treasure, 3) magic items usable, 4) strength ability adjustments, 5) henchmen, and 6) advancement in level, as follows:

1. Armor, as previously stated, cannot be worn. Weapons usable by monk characters are shown on **CHARACTER CLASSES TABLE II**; weapons not listed cannot be used.

2. Monks, much like paladins (q.v.), may not retain more than a small fraction of whatever treasure they gain. A monk may possess no more than two magic weapons and three other magic items (see 3 below) at any time. While monks may retain money sufficient for their modest needs, and to support their henchmen (see 5 below), all other treasure and excess magic items must be bestowed upon (non player) religious institutions. (See also *Followers* hereafter.)

3. Magic items usable by monks include all magical varieties of weapons listed (unless proscribed), rings, and those miscellaneous magic items which are usable by thieves. No other magic items of any sort may be employed by monks.

4. Monks do not gain any bonuses, either with respect to increasing "to hit" probability or to increase hit points of damage, for strength ability.

5. Until attaining the rank of Master, monks may not have any hirelings or henchmen at all. At 6th level of experience, monks may hire persons on a short-duration basis — for the duration of a single adventure only. At this level, they may also acquire up to two henchmen. Henchmen may be fighters (but not paladins nor rangers), thieves, or assassins. With each level of experience above the 6th which the monk attains, he or she may add one additional henchman, until the maximum number established by the monk's charisma score is reached. Monks will gain *followers* upon attaining 8th level; this is discussed hereafter.

6. There can be only a limited number of monks above 7th level (Superior Master). There are three 8th level (Master of Dragons) and but one of each higher level. When a player character monk gains sufficient experience points to qualify him or her for 8th level, the commensurate abilities are attained only temporarily. The monk must find and defeat in single, hand-to-hand combat, without weapons or magic items, one of the 8th level monks — the White, the Green, or the Red. The same must be done at the ninth and higher levels. The

loser of these combats loses enough experience points to place him or her at the lowest number possible to attain the level just beneath the new level. The monk character will know where to locate the higher level monks; and he or she must proceed immediately to do combat or else lose experience points equal to the number which will place him or her at the lowest number possible to have attained the level just beneath that of the monk he or she should have sought out but did not. That is, the player character drops to 7th level in the above case and must then work upwards once again.

Followers: When a monk player character attains the 8th level of experience, he or she will gain a number of monks as followers upon defeating the monk which held the 8th level position that the player character has now gotten. He or she will attract from 2-5 1st level monks if the player character has a monastery or monastery-like building to use as a headquarters. These followers may be worked upwards in levels of experience. The player character will attract 1 or 2 additional monks of 1st level for each additional level of experience the player gains.

While followers of a monk are as loyal as his or her other henchmen, they automatically leave service when they attain the level of Superior Master (7th).

All followers will be of the exact same alignment as the monk player character. If he or she changes alignment, the current followers will desert, but new ones can still be gained by advancement in level.

The monastery or monastery-like headquarters of the monk can be that of the character he or she defeated to attain 8th or higher level, or it can be a building specially constructed by the monk player character after attaining 8th or higher level. In the latter case, the monk may retain up to 250,000 gold pieces value in treasure in order to finance construction of the place. He or she may also retain sufficient funds thereafter to maintain such a place.

Note that monk followers require no support, upkeep, or pay of any sort.

The Multi-Classed Character

The game assumes that only non- or semi-human characters can be multi-classed, and only certain class combinations are possible, depending on the race of the character. Although these are listed in the section dealing with each race of character, multi-class character possibilities are also shown below in order to aid in selection of your character's class or multi-class. Cleric combinations (with fighter types) may use edged weapons.

Cleric/Fighter: This combination is strong in defensive and revitalization capabilities, plus the offensive missile and melee combat power of the fighter. Hit points average will be good. *Half-elves and half-orcs may be cleric/fighters.*

Cleric/Fighter/Magic-user: One of the best of the multi-class options, this gives good offensive and defensive spell capability plus the fighter's melee combat strength. *Half-elves may be cleric/fighter/magic-users.*

Cleric/Ranger: See cleric/fighter above. This combination is potent in outdoor situations as well. *Half-elves may be cleric/rangers.*

Cleric/Magic-user: This combination gives the character a great variety and selection of spells, as well as the use of armor and more weapons. Hit points are somewhat better than those of the magic-user class alone. *Half-elves may be cleric/magic-users.*

Cleric/Thief: This is a combination of classes which gives both defensive and stealth potential. Hit points are improved with regard to the thief class only. As with all thief class combinations, however, any functions as a thief are under the restrictions of that class with regard to armor, i.e. only leather armor and no shield. *Half-orcs may be cleric/thieves.*

Cleric/Assassin: Seemingly strange, this combination is quite understandable when the race which can operate in these two classes at the same time is noted. The combination gives great potential in defensive and stealth situations and very powerful assassination attack capabilities. Hit points are good because of clerical hit dice. *Half-orcs may be clerical assassins.*

Fighter/Magic-user: Obviously, this combination allows excellent armor

protection, the use of weaponry, and spells. Hit points are good on the average (5½ + 2½ = 8 + 2 = 4 hit points per double-classed level). Elves and half-elves may be fighter/magic-users.

Fighter/Illusionist: See Fighter/Magic-user above. Gnomes may be fighter/illusionists.

Fighter/Thief By combining these two classes — the armor, weapons, and combat capabilities of the fighter with the stealth and other abilities of the thief — a very effective character is created, even though thieving functions restrict the character to leather armor and no shield. Hit points are good. Dwarves, elves, gnomes, half-elves, halflings, and half-orcs may be fighter/thieves.

Fighter/Assassin: This combination gives excellent missile and melee combat ability, plus assassination and stealth potential. Hit points are good. Half-orcs may be fighter/assassins.

Fighter/Magic-user/Thief: Combat, spell, and stealth capabilities are given to the character who opts this multi-class combination. This is a very powerful mix. Hit points are good (5½ + 2½ + 3½ = 11½ + 3 = 4) on the average. Elves and half-elves may be fighter/magic-user/thieves.

Magic-user/Thief· This combination does not offer all of the options open to a fighter/magic-user/thief, but advancement is usually more rapid. Average hit points are fair, i.e. 3 per level. Elves and half-elves may be magic-user/thieves.

Illusionist/Thief: See Magic-User/Thief above. Gnomes may be illusionist/thieves.

The Character With Two Classes

Unlike multi-classed characters who are of non- or semi-human race, the character with two classes must be human. To attain the second class, the character must switch his or her profession at some point. Thereafter no progression in the original class is possible.

In order to switch from one class to another, the character must have an ability score of 15 or more in the principal attribute(s) ability of the original class and a 17 or 18 in the principal attribute(s) of the class changed to. Note that nearly any combination of classes is thus possible, i.e. cleric & fighter, cleric & paladin, cleric & ranger, etc. Alignment will preclude some combinations.

When the character opts to cease his or her old profession and become a new class, the character retains the number of hit dice (and the commensurate hit points) due to a character of the level of his or her class. However, all other functions of the character are at 1st level of experience, for that is his or her ability in the newly espoused class. Furthermore, if, during the course of any adventure, the character resorts to the use of any of the capabilities of functions of his or her former class, the character gains no experience for the adventure. Having switched classes, the character must perform strictly within the parameters of his or her new profession. Reversion to the former class negates all experience potential for the new class with respect to the course of recent activities, i.e. the adventure during which original profession functions were resorted to.

At such time as the character has attained a level of experience in his or her new class which exceeds the character's former class level, the following benefits are gained:

1. A hit die appropriate to the new class is gained for each increase in level of experience, up to the maximum normal for the class in question (and thereafter hit points are likewise gained), and

2. The character may mix functions freely and still gain experience, although restrictions regarding armor, shield, and/or weapon apply with regard to operations particular to one or both classes.

Example: A character with ability scores of 15 strength, 17 intelligence, 12 wisdom, 10 dexterity, 16 constitution, and 7 charisma is begun as a fighter. After attaining 6th level, the player switches the character to magic-user. This allows the character to retain six ten-sided hit dice, but in all other respects he or she must be a 1st level magic-user, wearing no armor, carrying those weapons usable by his or her new class, and using spells to combat opponents. When 7th level of experience is gained, however, the

character gets a four-sided hit die for additional hit points he or she can sustain at the new level. Furthermore, the character can now carry (but not wear) armor and weapons not normally usable by magic-users, and resort to their use if the need arises and not be penalized in respect to experience as a magic-user, for he or she has already surpassed in the new class the disciplines of the former. Thus, no harm accrues to his or her experience as a magic-user. Note that this does not allow spell use while armor clad, such as an elven fighter/magic user is able to do.

ALIGNMENT

After generating the *abilities* of your character, selecting his or her *race*, and deciding upon a *class*, it is necessary to determine the *alignment* of the character. It is possible that the selection of the class your character will profess has predetermined alignment: a druid is neutral, a paladin is lawful good, a thief can be neutral or evil, an assassin is always evil. Yet, except for druids and paladins, such restrictions still leave latitude — the thief can be lawful neutral, lawful evil, neutral evil, chaotic evil, chaotic neutral, neutral, or even neutral good; and the assassin has nearly as many choices. The alignments possible for characters are described below.

Alignment describes the broad ethos of thinking, reasoning creatures — those unintelligent sorts being placed within the *neutral* area because they are totally uncaring. Note that alignment does not necessarily dictate religious persuasion, although many religious beliefs will dictate alignment. As explained under **ALIGNMENT LANGUAGES** (q.v.) this aspect of alignment is not the major consideration. The overall behavior of the character (or creature) is delineated by alignment, or, in the case of player characters, behavior determines actual alignment. Therefore, besides defining the general tendencies of creatures, it also groups creatures into mutually acceptable or at least non-hostile divisions. This is not to say that groups of similarly aligned creatures cannot be opposed or even mortal enemies. Two nations, for example, with rulers of lawful good alignment can be at war. Bands of orcs can hate each other. But the former would possibly cease their war to oppose a massive invasion of orcs, just as the latter would make common cause against the lawful good men. Thus, alignment describes the world view of creatures and helps to define what their actions, reactions, and purposes will be. It likewise causes a player character to choose an ethos which is appropriate to his or her profession, and alignment also aids players in the definition and role approach of their respective game personae. With the usefulness of alignment determined, definition of the divisions is necessary.

Major Divisions:

There are two major divisions of four opposite points of view. All four are not mutually exclusive, although each pair is mutually opposed.

Law And Chaos: The opposition here is between organized groups and individuals. That is, law dictates that order and organization is necessary and desirable, while chaos holds to the opposite view. Law generally supports the group as more important than the individual, while chaos promotes the individual over the group.

Good And Evil: Basically stated, the tenets of good are human rights, or in the case of **AD&D**, creature rights. Each creature is entitled to life, relative freedom, and the prospect of happiness. Cruelty and suffering are undesirable. Evil, on the other hand, does not concern itself with rights or happiness; purpose is the determinant.

There can never exist a lawful chaos or an evil good. These, and their reverses, are dichotomous. This is not to say that they cannot exist in the same character or creature if it is insane or controlled by another entity, but as general divisions they are mutually exclusive pairs. Consider also the alignment graph. If law is opposed to chaos, and good to evil, then the radically opposed alignments are lawful neutral — chaotic neutral, neutral good — neutral evil, lawful good — chaotic evil, and lawful evil — chaotic good. Lawful groups might, for example, combine to put down some chaotic threat, for example, just as readily as good groups would combine to suppress some powerful evil. Basic understanding and agreement, however, is within the general specific alignment, i.e. one of the nine categories. These are defined as follows

NEUTRALITY: Absolute, or true, neutral creatures view everything which exists as an integral, necessary part or function of the entire cosmos. Each thing exists as a part of the whole, one as a check or balance to the other, with life necessary for death, happiness for suffering, good for evil, order for chaos, and vice versa. Nothing must ever become predominant or out of balance. Within this naturalistic ethos, humankind serves a role also, just as all other creatures do. They may be more or less important, but the neutral does not concern himself or herself with these considerations except where it is positively determined that the balance is threatened. Absolute neutrality is in the central or fulcrum position quite logically, as the neutral sees all other alignments as parts of a necessary whole. This alignment is the narrowest in scope.

True Neutral: The "true" neutral looks upon all other alignments as facets of the system of things. Thus, each aspect — evil and good, chaos and law — of things must be retained in balance to maintain the status quo; for things as they are cannot be improved upon except temporarily, and even then but superficially. Nature will prevail and keep things as they were meant to be, provided the "wheel" surrounding the hub of nature does not become unbalanced due to the work of unnatural forces — such as human and other intelligent creatures interfering with what is meant to be.

NEUTRAL GOOD: Creatures of this alignment see the cosmos as a place where law and chaos are merely tools to use in bringing life, happiness, and prosperity to all deserving creatures. Order is not good unless it brings this to all; neither is randomness and total freedom desirable if it does not bring such good.

Neutral Good: Unlike those directly opposite them (neutral evil) in alignment, creatures of neutral good believe that there must be some regulation in combination with freedoms if the best is to be brought to the world — the most beneficial conditions for living things in general and intelligent creatures in particular.

NEUTRAL EVIL: Similar to the neutral good alignment, that of neutral evil holds that neither groups nor individuals have great meaning. This ethos holds that seeking to promote weal for all actually brings woe to the truly deserving. Natural forces which are meant to cull out the weak and stupid are artificially suppressed by so-called good, and the fittest are wrongfully held back, so whatever means are expedient can be used by the powerful to gain and maintain their dominance, without concern for anything

Neutral Evil: The neutral evil creature views law and chaos as unnecessary considerations, for pure evil is all-in-all. Either might be used, but both are disdained as foolish clutter useless in eventually bringing maximum evilness to the world.

LAWFUL NEUTRAL: It is the view of this alignment that law and order give purpose and meaning to everything. Without regimentation and strict definition, there would be no purpose in the cosmos. Therefore, whether a law is good or evil is of no import as long as it brings order and meaning.

Lawful Neutral: Those of this alignment view regulation as all-important, taking a middle road betwixt evil and good. This is because the ultimate harmony of the world — and the whole of the universe — is considered by lawful neutral creatures to have its sole hope rest upon law and order. Evil or good are immaterial beside the determined purpose of bringing all to predictability and regulation

LAWFUL GOOD: Creatures of lawful good alignment view the cosmos with varying degrees of lawfulness or desire for good. They are convinced that order and law are absolutely necessary to assure good, and that good is best defined as whatever brings the most benefit to the greater number of decent, thinking creatures and the least woe to the rest.

Lawful Good: While as strict in their prosecution of law and order, characters of lawful good alignment follow these precepts to improve the common weal. Certain freedoms must, of course, be sacrificed in order to bring order; but truth is of highest value, and life and beauty of great importance The benefits of this society are to be brought to all

LAWFUL EVIL: Obviously, all order is not good, nor are all laws beneficial. Lawful evil creatures consider order as the means by which each group is properly placed in the cosmos, from lowest to highest, strongest first, weakest last. Good is seen as an excuse to promote the mediocrity of the whole and suppress the better and more capable, while lawful evilness allows each group to structure itself and fix its place as compared to others, serving the stronger but being served by the weaker.

Lawful Evil: Creatures of this alignment are great respecters of laws and strict order, but life, beauty, truth, freedom and the like are held as valueless, or at least scorned. By adhering to stringent discipline, those of lawful evil alignment hope to impose their yoke upon the world.

CHAOTIC GOOD: To the chaotic good individual, freedom and independence are as important to life and happiness. The ethos views this freedom as the only means by which each creature can achieve true satisfaction and happiness. Law, order, social forms, and anything else which tends to restrict or abridge individual freedom is wrong, and each individual is capable of achieving self-realization and prosperity through himself, herself, or itself.

Chaotic Good: While creatures of this alignment view freedom and the randomness of action as ultimate truths, they likewise place value on life and the welfare of each individual. Respect for individualism is also great. By promoting the gods of chaotic good, characters of this alignment seek to spread their values throughout the world.

CHAOTIC EVIL: The chaotic evil creature holds that individual freedom and choice is important, and that other individuals and their freedoms are unimportant if they cannot be held by the individuals through their own strength and merit. Thus, law and order tends to promote not individuals but groups, and groups suppress individual volition and success.

Chaotic Evil: The major precepts of this alignment are freedom, randomness, and woe. Laws and order, kindness, and good deeds are disdained. Life has no value By promoting chaos and evil, those of this alignment hope to bring themselves to positions of power, glory, and prestige in a system ruled by individual caprice and their own whims.

CHAOTIC NEUTRAL: This view of the cosmos holds that absolute freedom is necessary. Whether the individual exercising such freedom chooses to do good or evil is of no concern. After all, life itself is law and order, so death is a desirable end. Therefore, life can only be justified as a tool by which order is combatted, and in the end it too will pass into entropy

Chaotic Neutral: Above respect for life and good, or disregard for life and promotion of evil, the chaotic neutral places randomness and disorder. Good and evil are complimentary balance arms. Neither are preferred, nor must either prevail, for ultimate chaos would then suffer.
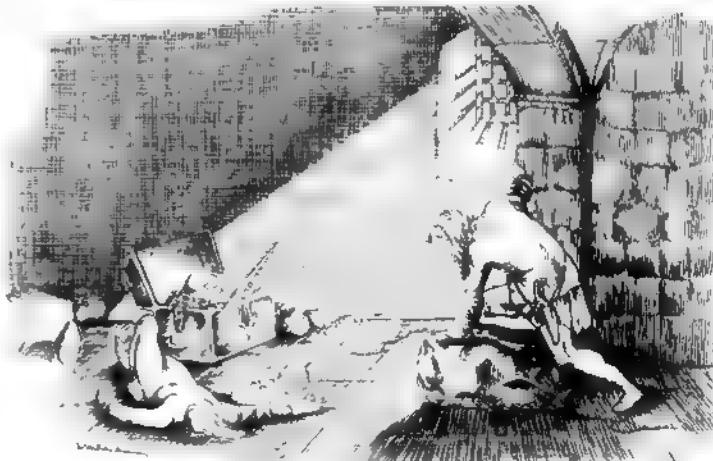
There is no honor among Thieves....

Each of these cases for alignment is, of course, stated rather simplistically and ideally, for philosophical and moral reasonings are completely subjective according to the acculturation of the individual. You, as Dungeon Master, must establish the meanings and boundaries of law and order as opposed to chaos and anarchy, as well as the divisions between right and good as opposed to hurtful and evil. Lawful societies will tend to be highly structured, rigid, well-policed and bureaucratic hierarchical. Class, rank, position, and precedence will be important, so they will be strictly defined and adhered to. On the other hand, chaotic areas will have little government and few social distinctions. The governed will give their consent to government, acknowledging leaders as equals serving those who allowed them to assume leadership. Obedience and service in a chaotic society is given only by those desiring to do so, or by dint of some persuasion, never by requirement.

Naturally, there are all variations and shades of tendencies within each alignment. The descriptions are generalizations only. A character can be basically good in its "true" neutrality, or tend towards evil. It is probable that your campaign referee will keep a graph of the drift of your character on the alignment chart. This is affected by the actions (and desires) of your character during the course of each adventure, and will be reflected on the graph. You may find that these actions are such as to cause the declared alignment to be shifted towards, or actually to, some other.

Changing Alignment:

While involuntary change of alignment is quite possible, it is very difficult for a character to voluntarily switch from one to another, except within limited areas. Evil alignment can be varied along the like axis. The neutral character can opt for some more specific alignment. Your referee will probably require certain stringent sacrifices and appropriate acts — possibly a quest, as well — for any other voluntary alignment change. In fact, even axial change within evil or good, or radial movement from neutrality may require strong proofs of various sorts.

Further voluntary change will be even more difficult. Changing back to a forsaken alignment is next to impossible on a voluntary basis. Even involuntary drift will bring the necessity of great penance.

Alignment With Respect To The Planes:

Obviously, the material planes have no set alignment, nor do the other "inner planes" or the ethereal or astral ones either. However, the "outer planes" show various alignments. This is because they are home to creatures who are of like general alignment. If the curves of the alignment table are carried outwards to the planes, only those planes at the corners will correspond to non-neutral alignments, i.e., lawful good, chaotic good, chaotic evil, and lawful evil. Similarly, those on the horizontal and vertical axes correspond to the neutral-based alignments which support an ethos, i.e. neutral good, chaotic neutral, neutral evil, and lawful neutral. The remainder of the outer plane areas are "gray" areas where alignments shade into each other. Inhabitants of these planes will generally have the same world-view as their fellows on the Prime Material Plane.

Graphing Alignment:

It is of importance to keep track of player character behavior with respect to their professed alignment. Actions do speak far more eloquently than professions, and each activity of a player character should reflect his or her alignment. If a professed lawful evil character is consistently seeking to be helpful and is respecting the lesser creatures, he or she is certainly tending towards good, while if he or she ignores regulations and consistent behavior the trend is towards chaotic alignment (see **PLAYERS HAND-BOOK, APPENDIX III, CHARACTER ALIGNMENT GRAPH**) Such drift should be noted by you, and when it takes the individual into a new alignment area, you should then inform the player that his or her character has changed alignment (see **CHANGING ALIGNMENT**). It is quite possible for a character to drift around in an alignment area, making only small shifts due to behavior. However, any major action which is out of alignment character will cause a major shift to the alignment which is directly in line with the action, i.e., if a lawful evil character defies the law in order to aid the cause (express or implied) of chaotic good, he or she will be either lawful neutral or chaotic neutral, depending on the factors involved in the action

It is of utmost importance to keep rigid control of alignment behavior with respect to such characters as serve deities who will accept only certain alignments, those who are paladins, those with evil familiars, and so on. Part of the role they have accepted requires a set behavior mode, and its benefits are balanced by this. Therefore, failure to demand strict adherence to alignment behavior is to allow a game abuse

Lawful good characters should not be allowed to ignore unlawful or shady actions by "looking the other way". If, for example, a party that includes a paladin decides to use poison on a monster that they know is ahead, the DM shouldn't let the paladin be distracted or "led away for a few rounds" when it is patently obvious that the paladin heard the plan. If the player does not take appropriate measures to prevent the action, the DM should warn the paladin that his lack of action will constitute a voluntary alignment change and then let the chips fall where they may!

ALIGNMENT LANGUAGE

Alignment language is a handy game tool which is not unjustifiable in real terms. Thieves did employ a special cant. Secret organizations and societies did and do have certain recognition signs, signals, and recognition phrases — possibly special languages (of limited extent) as well. Consider also the medieval Catholic Church which used Latin as a common recognition and communication base to cut across national boundaries. In **AD&D**, alignment languages are the special set of signs, signals, gestures, and words which intelligent creatures use to inform other intelligent creatures of the same alignment of their fellowship and common ethos. Alignment languages are NEVER flaunted in public. They are not used as salutations or interrogations if the speaker is uncertain of the alignment of those addressed. Furthermore, alignment languages are of limited vocabulary and deal with the ethos of the alignment in general, so lengthy discussion of varying subjects cannot be conducted in such tongues.

Each alignment language is constructed to allow recognition of like-aligned creatures and to discuss the precepts of the alignment in detail. Otherwise, the tongue will permit only the most rudimentary communication with a vocabulary limited to a few score words. The speaker could inquire of the listener's state of health, ask about hunger, thirst, or degree of tiredness. A few other basic conditions and opinions could be expressed, but no more. The specialty tongues of *Druidic* and the *Thieves' Cant* are designed to handle conversations pertaining to things druidical on the one hand and thievery, robbery and the disposal of stolen goods on the other. Druids could discuss at length and in detail the state of the crops, weather, animal husbandry and foresting; but warfare, politics, adventuring, and like matter would be impossible to detail with the language.

Any character foolish enough to announce his or her alignment by publicly crying out in that alignment tongue will incur considerable social sanctions. At best he or she will be thought unmannerly, rude, boorish, and stupid. Those of the same alignment will be inclined to totally ignore the character, not wishing to embarrass themselves by admitting any familiarity with the offender. Those of other alignment will likewise regard the speaker with distaste when overhearing such an outburst. At worst, the character will be marked by those hostile to the alignment in which he or she spoke.

Alignment language is used to establish credentials only after initial communications have been established by other means. Only in the most desperate of situations would any creature utter something in the alignment tongue otherwise. It must also be noted that alignment does NOT necessarily empower a creature to actually speak or understand the alignment language which is general in the ethos. Thus, blink dogs are intelligent, lawful good creatures who have a language of their own. A lawful good human, dwarf, or brownie will be absolutely at a loss to communicate with blink dogs, however, except in the most limited of ways (non-aggression, non-fear, etc.) without knowledge of the creatures' language or some magical means. This is because blink dogs do not intellectually embrace the ethos of lawful good but are of that alignment instinctually; therefore, they do not speak the tongue used by lawful good. This is not true of gold dragons, let us say, or red dragons with respect to their alignment, who do speak their respective alignment languages.

CHARACTER LANGUAGES

All humans, as well as those semi-humans and non-humans in close contact with people, speak the "common tongue". This language is spoken by all states in the central campaign area, but your referee may well have areas in which the common tongue is different from that which your character speaks.

In addition to the common tongue, all intelligent creatures able to converse in speech use special languages particular to their alignment. These *alignment languages* are: Chaotic Evil, Chaotic Good, Chaotic Neutral, Lawful Evil, Lawful Good, Lawful Neutral, Neutral Evil, Neutral Good, and Neutrality. The alignment of your character will dictate which language he or she speaks, for *only one alignment dialect can be used by a character* (cf. **CHARACTER CLASSES**, *The Assassin*). If a character changes alignment, the previously known language is no longer able to be spoken by him or her.

In addition to the above, druids (q.v.) have their own special tongue, and thieves have their secret speech, the Thieves' Cant

Therefore, a character will speak at least two languages — common and alignment. He or she might also be able to converse in the special patois of druids or thieves. Semi-human and non-human characters are able to speak racial tongues as well. (See **CHARACTER RACES.**) In most campaigns, it is likely that open alignment speech will be frowned upon as a serious breach of social etiquette.

A character can learn additional languages. Even the rather slow (80 I.Q.) can learn one additional language. However, his vocabulary, usage, and ability to translate must, perforce, be limited. The very bright can learn five, six, or even seven. (For details of the number of tongues which can be learned see **CHARACTER ABILITIES**, *Intelligence*.) Here is how a new language is learned:

The character must find a person (human, semi-human, or non-human) or talking creature who speaks the language which is to be learned. The character must then be in close proximity to his or her instructor for up to one year, and prior to that period the language can be learned one month early for each point of intelligence above 12. Thus, a character with 13 intelligence learns the new language in 11 months, 14 intelligence learns in 10 months, all the way to 18 intelligence which requires but six months to learn. Only one new language can be studied at any given time.

Which languages are knowable in a campaign is strictly up to the DM who runs it. The following list gives some of the languages typically used:

Dwarvish	Halfling	Lizardman
Elvish	Hobgoblin	Ogrish
Goblin	Kobold	Orcish

All of the above may not normally be available due to campaign circumstances, and languages not listed might be common. Consult your Dungeon Master. Note that if, for example, you capture a centaur or talking dragon of some sort, it is possible to learn the appropriate creature tongue.

CHARACTER HIT POINTS

Each character has a varying number of hit points, just as monsters do. These hit points represent how much damage (actual or potential) the character can withstand before being killed. A certain amount of these hit points represent the actual physical punishment which can be sustained. The remainder, a significant portion of hit points at higher levels, stands for skill, luck, and/or magical factors. A typical man-at-arms can take about 5 hit points of damage before being killed. Let us suppose that a 10th level fighter has 55 hit points, plus a bonus of 30 hit points for his constitution, for a total of 85 hit points. This is the equivalent of about 18 hit dice for creatures, about what it would take to kill four huge warhorses. It is ridiculous to assume that even a fantastic fighter can take that much punishment. The same holds true to a lesser extent for clerics, thieves, and the other classes. Thus, the majority of hit points are symbolic of combat skill, luck (bestowed by supernatural powers), and magical forces.

Hit points are determined by *hit dice*. At 1st level a character has but one hit die (exception: rangers and monks begin with two dice each). At each successive level another hit die is gained, i.e. the die is rolled to determine how many additional hit points the character gets. Hit points can be magically restored by *healing potions*, *cure wounds* spells, *rings of regeneration*, or even by *wish* spells. However, a character's hit points can never exceed the total initially scored by hit dice, constitution bonus (or penalty) and magical devices. For example, if a character has 26 hit points at the beginning of an adventure, he or she cannot drink a potion or be enchanted to above that number, 26 in this case.

As an example, let us assume that the character with 26 hit points mentioned above is engaged in an adventure. Early in the course of exploring the dungeon, he or she falls into a 10' deep pit taking one six-sided die (1d6) of damage — 4 hit points of damage, so the character drops to 22 hit points. Next, he or she takes 15 hit points of damage in combat, so the character drops to 7 hit points. A cleric in the party uses a *cure serious wounds* spell on the character, and this restores 10 (for example, depending upon the die roll) of his or her lost hit points, so the character has a total of 17. Later activities reduce the character to 3 hit points, but the party uses a *wish* spell to restore all members to full hit points, so at that time the character goes up to 26 once more.

Rest also restores hit points, for it gives the body a chance to heal itself and regain the stamina or force which adds the skill, luck, and magical hit points.

Your character's class will determine which sort of die you will roll to determine hit points. In some campaigns the referee will keep this total secret, informing players only that they feel "strong", "fatigued" or "very weak", thus indicating waning hit points. In other campaigns the Dungeon Master will have players record their character's hit points and keep track of all changes. Both methods are acceptable, and it is up to your DM as to which will be used in the campaign you participate in.

PERSONALIZING CHARACTERS

The statistics of one character can be much like those of another, especially so if they are members of the same class. However, name, alignment, deity, background development, secondary skills, height, weight, and equipment all allow for considerable differentiation. More important, as AD&D™ games are for role playing, the individuality the players create, or should create, will make as many differences between characters of the same class as there are between real people. The element of role playing must be stressed. Any player who does not create a special persona for his or her character is not participating in a role-playing game, but rather "roll playing" with dice. But, for whatever it's worth, here are some choices for complexion, hair color, and eye color for characters. Players who have not already made all this up for themselves should use these choices to inspire more active personification of their characters and more attention to role playing!

Complexion: black, dark brown, bronze, brown, coppery brown, golden brown, tan, ivory, dark yellow, yellow, pale yellow, copper, brown-red, olive, ruddy, pink, fair, pale, white, grayish-white, gray.

Skin texture: flawless, fine, smooth, normal, coarse, very coarse, pocked, leathery, seamed.

Hair color: black, blue-black, brown-black, dark gray, gray, pale gray, white, silver, golden blonde, blonde, yellow, pale blonde, honey blonde, blonde streaked (brown or red), red-blonde, copper red, orange-red, red, dark red, auburn, red-brown, light brown, brown, dark brown, salt & pepper (brown/black & gray), grizzled, gray streaked, white streaked.

Eye color: black, dark brown, brown, red-brown, yellow-brown, amber, golden, pale yellow, hazel, green, bright green, blue-green, gray-green, pale gray, gray, dark gray, blue-gray, pale blue, blue, bright blue, dark blue, pale violet, violet, deep violet.

ESTABLISHING THE CHARACTER

By determining abilities, race, class, alignment, and hit points you have created your character. Next you must name him or her, and possibly give some family background (and name a next of kin as heir to the possessions of the character if he or she should meet an untimely death) to *personify the character.* Having done all that, your Dungeon Master will introduce your character to the campaign setting. In all likelihood, whether the locale is a village, town, or city, your character will have to acquaint himself or herself with the territory.

The first step will often be getting into the place, i.e. a gate guard demanding to know what business you have in the town or city. Thereafter it will be necessary to locate a safe and reasonably priced place in which to lodge — typically an inn of some sort, but perhaps a rented cot, a loft or even chambers at a hostel. Since the location selected will have to serve as base and depot, it must be relatively safe from intrusion or burglary. Once a headquarters has been found, your character can set about learning the lay of the land, and attempt to find the trade establishments needed to supply the desired equipment for adventuring. Perhaps it will also be necessary to locate where other player characters reside in order to engage in joint expeditions.

In any event, your character created, personified, and established will be ready to adventure once equipment is purchased and relations with other player characters are settled. If player characters are not immediately available, or if they are not co-operative, it is advisable that men-at-arms be hired. Hirelings of this sort, as well as henchmen (q.v.), are detailed in the sections entitled **HIRELINGS** and **HENCHMEN.**

MONEY

Money Changing, Banks, Loans & Jewelers

Large sums of lower value coins can be changed to a smaller number of larger value coins, and vice versa, at a relatively small cost — typically 3% of the transaction. This is done at the money changer's. The money changer will also serve as a banker, keeping funds and giving a marker to vouch for the amount. Note that bankers will not usually give any interest.

Bankers will give loans according to the reliability, reknown, status, and material possessions of the individual. An unknown and low-level character is unlikely to get a loan without giving security for the value of the amount borrowed. Furthermore, the interest rate will be high — typically 10% per month or even 5% per week. A well-known and propertied character can typically get large loans at relatively low interest — 1% per week or thereabouts.

Jewelers, and gem merchants, will buy and sell jewelry and gems. The buying price will usually be 20% under the actual value of the piece or stone.

Characters should carefully shop around whenever possible to determine which establishment offers them the best value.

The basic unit of exchange is the gold piece (g.p. hereafter). There are coins of lesser and greater value, and these are shown on the table below. It is also common to use gems of various sorts and values as coin.

10 copper pieces (c.p.)	= 1 silver piece
20 silver pieces (s.p.)	= 1 g.p.
2 electrum pieces (e.p.)	= 1 g.p.
1 platinum piece (p.p.)	= 5 g.p.

Thus:

200 c.p. = 20 s.p. = 2 e.p. = 1 g.p. = 1/5 p.p.

It is assumed that the size and weight of each coin is relatively equal to each other coin, regardless of type.

Your character will most probably be adventuring in an area where money is plentiful. Think of the situation as similar to Alaskan boom towns during the gold rush days, when eggs sold for one dollar each and mining tools sold for $20, $50, and $100 or more! Costs in the adventuring area are distorted because of the law of supply and demand — the supply of coin is high, while supplies of equipment for adventurers are in great demand.

Starting Money

Your character is unusual, exceptional as compared to the norm. This applies to abilities and funds as well. Thus, he or she will have a large supply of coins with which to purchase equipment and supplies to begin adventuring. The possible number of gold pieces with which a player begins depends upon the character class:

Cleric	30-180 g.p. (3d6)
Fighter	50-200 g.p. (5d4)
Magic-user	20- 80 g.p. (2d4)
Thief	20-120 g.p. (2d6)
Monk	5- 20 g.p. (5d4)

To determine the number of gold pieces your character has at the start, simply roll the appropriate dice and total the sum (adding a decimal place if necessary).

Most of these funds will quickly be spent on the costs of staying in the adventuring area and acquiring the equipment which will be used for adventuring. (See BASIC EQUIPMENT AND SUPPLIES COSTS table hereafter.)

Starting Money and Equipment for Cavaliers

Because cavaliers have the support of their lords or orders, they begin play with funds and equipment of amount and type not available to members of other classes. The resources of a beginning cavalier depend upon the character's social standing, as follows:

Horsemen of the Lower Middle Class or a lesser station begin with 20-80 gp, shield, sword (any type), and a riding horse.

Horsemen of the Middle Middle Class begin with 20-80 gp, shield, dagger, sword (broad or long), and a light warhorse.

Horsemen of the Upper Middle Class begin with 20-80 gp, chain mail, sword (broad or long), lance, and light warhorse.

Cavaliers of the Lower Upper Class begin with 70-180 gp (1d12 + 6), shield, plate mail, dagger, sword (long or broad), lance, and medium warhorse.

Cavaliers of the Middle Upper Class begin with 70-180 gp, shield, field plate armor, dagger, sword (long or broad), lance, and heavy warhorse.

Cavaliers of the Upper Upper Class begin with 130-180 gp (1d6 + 12), shield, full plate armor, dagger, sword (long or broad), mace, lance, and heavy warhorse with leather barding.

Horses are assumed to be complete with tack, harness, saddle and saddlebags appropriate to the station of the cavalier. Note again that cavaliers of less than Upper Class must begin as 0-level Horsemen, and must be taken in by a good family and esquired.

EQUIPPING THE CHARACTER

Careful selection of equipment and supplies for characters is very important. Often there will not be sufficient funds to purchase everything desired, so intelligent choices will have to be made. Also, the choice of equipment should always be done with respect to encumbrance (see **MOVEMENT**) restrictions.

In many campaigns it is necessary for the characters to shop in a number of places in order to obtain everything they desire. A few games will have a trader's establishment in which everything, or nearly everything, can be found, but the average costs will be higher because these traders are middle-men.

As in most dealings, the buyer should always beware. Things may be as they appear or they might be otherwise . . .

A list of goods typically desired by characters follows.

(See Appendix VI for select descriptions)

BASIC EQUIPMENT AND SUPPLIES COSTS

Armor

Banded	90 g.p.	Ring	30 g p
Chain	75 g.p.	Scale	45 g.p.
Helmet, great	15 g p.	Shield, large	15 g.p.
Helmet, small	10 g.p.	Shield, small	10 g.p.
Leather	5 g.p.	Shield, small, wooden	1 g.p.
Padded	4 g.p.	Splinted	80 g.p.
Plate	400 g.p.	Studded	15 g.p.
Bronze Plate	100 gp	Shield, buckler	5 gp
Field Plate	2000 gp		
Full Plate	4000 gp		

Arms

Aklys	2 gp	Knife & scabbard	1 gp
Atlatl	1 gp	Lasso	5 sp
Blowgun	20 gp	Man Catcher	25 gp
Blowgun Needle	1 sp	Sap	1 gp
Caltrop	2 sp	Spiked Buckler	10 gp
Crossbow, hand	300 gp	Staff Sling	2 gp
Quarrels for same	100 gp	Sword, falchion, and scabbard	10 gp
Garrot	1 ep	Sword, khopesh	10 gp
Harpoon	5 gp	Whip	3 gp
Hook Fauchard	6 gp		

Arrow, normal, single	2 s.p.	Javelin	10 s.p.
Arrow, normal, dozen	1 g.p.	Lance	6 g.p.
Arrow, silver, single	1 g.p.	Mace, footman's	8 g.p.
Axe, battle	5 g.p.	Mace, horseman's	4 g.p.
Axe, hand or throwing	1 g.p.	Morning Star	5 g.p.
Bardiche	7 g.p.	Partisan	10 g.p.
Bec de corbin	6 g.p.	Pick, Military, footman's	8 g.p.
Bill-Guisarme	6 g.p.	Pick, Military, horseman's	5 g.p.
Bow, composite short	75 g.p.	Pike, awl	3 g.p.
Bow, composite, long	100 g.p.	Quarrel (or Bolt), light, single	1 s.p.
Bow, long	60 g.p.	Quarrel (or Bolt), heavy, score	2 g.p.
Bow, short	15 g.p.		
Crossbow, heavy	20 g.p.	Ranseur	4 g.p.
Crossbow, light	12 g.p.	Scimitar	15 g p
Dagger and scabbard	2 g.p.	Sling & Bullets, dozen	15 s.p.
Dart	5 s.p.	Sling Bullets, score	10 s.p.
Fauchard	3 g.p.	Spear	1 g.p.
Fauchard — Fork	8 g.p.	Spetum	3 g.p.
Flail, footman's	3 g.p.	Sword, bastard, & scabbard	25 g p
Flail, horseman's	8 g.p.	Sword, broad, & scabbard	10 g.p.
Fork, Military	4 g.p.	Sword, long & scabbard	15 g.p.
Glaive	6 g.p.	Sword, short & scabbard	8 g.p.
Glaive-Guisarme	10 g.p.	Sword, two-handed	30 g.p.
Guisarme	5 g.p.	Trident	4 g.p.
Guisarme — Voulge	7 g.p.	Voulge	2 g.p.
Halberd	9 g.p.		
Hammer, Lucern	7 g.p.		
Hammer	1 g.p.		

Clothing

Belt	3 s.p.	Cloak	5 s.p.
Boots, high, hard	2 g p	Girdle, broad	2 g p.
Boots, high, soft	1 g p.	Girdle, normal	10 s.p.
Boots, low, hard	1 g p	Hat	7 s.p
Boots, low, soft	8 s.p.	Robe	6 s.p.
Cap	1 s.p.		

Herbs

Belladona, sprig	4 s.p.	Wolvesbane, sprig	10 s.p.
Garlic, bud	5 c.p.		

Livestock

Chicken	3 c.p.	Horse, medium war	225 g p.
Cow	10 g p	Horse, riding (light)	25 g.p.
Dog, guard	25 g p	Mule	20 g.p.
Dog, hunting	17 g.p.	Ox	15 g.p.
Donkey	8 g.p.	Pigeon	2 c p
Goat	1 g.p.	Piglet	1 g.p.
Hawk, large	40 g.p.	Pig	3 g.p
Hawk, small	18 g.p.	Pony	15 g.p.
Horse, draft	30 g p.	Sheep	2 g p
Horse, heavy war	300 g p.	Songbird	4 c.p.
Horse, light war	150 g p		

Miscellaneous Equipment & Items

Backpack, leather	2 g.p.	Pouch, belt, large	1 g.p.
Box, iron, large	28 g p	Pouch, belt, small	15 s.p.
Box, iron, small	9 g p.	Quiver, 1 doz. arrows cap.	8 s.p.
Candle, tallow	1 c.p.	Quiver, 1 score arrows cap.	12 s.p
Candle, wax	1 s.p.	Quiver, 1 score bolts cap.	15 s.p.
Case, bone, map or scroll	5 g p	Quiver, 2 score bolts cap	1 g.p.
Case, leather, map or scroll	15 s.p.	Rope, 50'	4 s.p.
Chest, wooden, large	17 s.p.	Sack, large	16 c.p.
Chest, wooden, small	8 s.p.	Sack, small	10 c p.
Lantern, bullseye	12 g.p.	Skin for water or wine	15 s.p.
Lantern, hooded	7 g.p.	Spike, iron, large	1 c.p.
Mirror, large metal	10 g.p.	Thieves' picks & tools	30 g.p.
Mirror, small, silver	20 g p.	Tinder Box, with flint & steel	1 g.p.
Oil, flask of	1 g.p.	Torch	1 c.p.
Pole, 10'	3 c.p.		
Air bladder	15 gp	Grappling hook	75 gp
Basket, large (bushel)	5 sp	Lantern, waterproof	50 gp
Basket, small	2 sp	Lard, pint	5 cp
Beacon	40 gp	Oil, waterproofing	1 gp
Birdcage	5 sp	Pickaxe	20 gp
Box, small gold	100 gp	Powder, chalk	2 sp
Box, small lead	20 gp	Pulley	25 gp
Crampons	40 gp	Reed, hollow	1 sp
Crowbar	3 gp	Shovel	10 gp
Drill, iron	5 gp	Whistle	1 sp

Provisions

Ale, pint	1 s.p.	Mead, pint	5 s.p.
Beer, small, pint	5 c.p.	Rations, iron, 1 week	5 g p.
Food, merchant's meal	1 s.p.	Rations, standard, 1 week	3 g.p.
Food, rich meal	1 g.p.	Wine, pint, good	10 s.p.
Grain, horse meal, 1 day	1 s.p.	Wine, pint, watered	5 s.p.

Religious Items

Beads, Prayer	1 g.p.	Symbol, Holy*, wooden	7 s.p.
Incense, stick	1 g.p	Water, Holy*, vial	25 g p
Symbol, Holy*, iron	2 g.p.	* or Unholy	
Symbol, Holy*, silver	50 g.p.		

Tack and Harness

Barding, chain	250 g.p.	Saddle	10 g.p.
Barding, leather	100 g.p.	Saddle Bags, large	4 g p
Barding, plate	500 g.p.	Saddle Bags, small	3 g.p.
Bit and Bridle	15 s.p.	Saddle Blanket	3 s.p.
Harness	12 s.p.		

Transport

Barge (or Raft), small	50 g.p.	Galley, small	10,000 g p
Boat, small	75 g p	Ship, merchant, large	15,000 g p
Boat, long	150 g.p.	Ship, merchant, small	5,000 g p
Cart	50 g.p.	Ship, war	20,000 g.p.
Galley, large	25,000 g p.	Wagon	150 g.p.
Boat, collapsible	500 gp	Canoe, large	300 gp
Canoe, small	100 gp	Kayak	250 gp

ENCUMBRANCE OF STANDARD ITEMS

Item	Encumbrance in gold pieces	Item	Encumbrance in gold pieces	Item	Encumbrance in gold pieces
Backpack	20	Jewelry, large	50	Air bladder	20 gp
Belt	3	small	1-5	Basket, large (bushel)	80 gp
Belt pouch, large	10	Lantern	60	Basket, small	40 gp
small	5	Mirror	5	Beacon	200 gp
Book, large metal-bound	200	Musical Instrument*	350	Birdcage	50 gp
Boots, hard	60	Pole, 10'	100	Box, small gold	20 gp
soft	30	Purse	1	Box, small lead	20 gp
Bottles, flagons	60	Quiver	30	Crampons	60 gp
Bow, composite long	80	Rations, iron	75	Crowbar	75 gp
composite short	50	standard	200	Drill, iron	50 gp
long	100	Robe or cloak, folded	50	Grappling hook	75 gp
short	50	worn	25	Lantern, waterproof	50 gp
Caltrop	50	Rod	60	Lard, pint	20 gp
Candle	5	Rope, 50'	75	Oil, waterproofing	20 gp
Chest, large solid iron	1,000-5,000	Sack, large	20	Pickaxe	200 gp
small solid iron	200-500	small	5	Powder, chalk	20 gp
small wooden	100-250	Saddle, light horse	250	Pulley	60 gp
large wooden	500-1,500	heavy horse	500	Reed, hollow	1 pc
Clothes (1 set)	30	Saddlebag	150	Shovel	180 gp
Cord, 10'	2	Saddle blanket (pad)	20	Whistle	1 pc
Crossbow, heavy	80	Scroll case, bone or ivory	50		
light	50	leather	25	Boat, collapsible	600 gp
Crystal ball, base and wrappi	150	Spike	10	Canoe, small	800 gp
Flask, empty	7	Staff	100	Canoe, large	1,600 gp
full	20	Tapestry (very small to huge)	50-1,000+	Kayak	500 gp
Gem	1-5	Tinderbox	2		
Grapnel	100	Torch	25		
Hand tool	10	Wand, bone or ivory case	60		
Helm	45	box	80		
Helm, great	100	leather case	30		
Holy water, potion bottles	25	Waterskin or wineskin, empty	5		
Horn	50	full	50		

* Musical instruments include only large and bulky instruments such as lutes and drums.

The maximum weight a normal-strength person can carry and still move is 1500 g.p. (150#)

Certain items are not included when figuring encumbrance. These include·

   material components (unless large and bulky)
   any helm but great helm, if the character has any armor.
   one set of clothing.
   thieves' picks and tools.

Many other things will be bought or found, but it is impossible to list them all here. The encumbrance of most items not on this list may be inferred by comparison with objects similar to them; thus a *decanter of endless water* will encumber as much as a bottle or flagon. In some cases no equivalent may be found on the table; such instances require the judge to decide

Many people looking at the table will say, "But a scroll doesn't weigh two pounds!" The encumbrance figure should not be taken as the weight of the object — it is the *combined weight* and *relative bulkiness* of the item. These factors together will determine how much a figure can carry.

As an example, Dimwall the magic-user and Drudge the fighter have prepared for a dungeon expedition Dimwall, besides his normal clothing, has strapped on a belt with a large pouch on it. Into this and his robe! he tucks his material components (minimal encumbrance) He also places in his pouch a potion bottle, a mirror, some garlic and belladonna, and his tinderbox. At his right side hangs a dagger and sheath and four more daggers are on a bandolier slung across his chest. Over all these belts, he puts his backpack. In his pack goes a hand axe (for chopping, not fighting), 3 flasks of oil, a candle, 3 small sacks, 1 large sack, and 7 torches. Lashed in a bundle to the pack is 50' of rope. At his left side, hanging from his belt, are a leather scroll case and his purse, filled with 20 gold pieces. He holds a staff in his right hand and a torch in his left. He is now ready to travel, with a total encumbrance of 689 g p.

Meanwhile, his companion, Drudge, has strapped on his splint armor. He wears 2 belts around his waist; his longsword hangs from one. On the other belt he places his quiver with 40 bolts, a cocking hook, and a dagger. He slips on his backpack, already loaded with 10 spikes, one week's iron rations, and a flask of oil. To the bottom of the pack he has strapped 50' of rope. Hanging on the rear of the pack is his heavy crossbow. Around his neck he wears a holy symbol. Finally, he straps his large shield on his left arm, fits his helmet, and takes his lantern, ready to go with a total encumbrance of 1117 g.p.

During their adventures, Dimwall and Drudge find 800 gold pieces in a troll's treasure horde. Dimwall can carry 400 gold pieces in his large sack and another 300 gold pieces in his small sacks. Dimwall leaves his torches and staff, since he must have his hands free. Then he fastens a small sack to his belt and, using two hands, carries the large sack over his shoulder. Drudge eats part of his iron rations and throws the rest away, along with his spikes and oil. He places the remaining bags in the bottom of his pack and then pours the loose coins on top of them. Encumbrance for Dimwall is now 889 gold pieces and 1222 gold pieces for Drudge

As they leave, Dimwall and Drudge meet the troll There is little time to react, so Drudge must quickly drop his lantern (possibly putting it out) and attack. As he does this, Dimwall must drop the large sack (probably scattering coins about), unsling his pack, and start digging for his oil By the time he finds it, the troll may have killed them both!

TII

ARMOR, ARMOR CLASS & WEAPONS

TYPES OF ARMOR & ENCUMBRANCE

The encumbrance factor for armor does not consider weight alone; it also takes into account the distribution of the weight of the armor and the relative mobility of the individual wearing the protective material. Therefore, weights for armor shown below are adjusted weights, and base movement speed is likewise shown.

Armor Type	Bulk	Weight*	Base Movement	Cost
Banded	bulky	35# +	9"	90 gp
Bronze Plate Mail	bulky	45# +	6"	100 gp
Chain Mail	fairly	30# +	9"	75 gp
Elfin Chain Mail	non-	15#	12"	**
Field Plate	fairly	55#	6"	2000 gp
Full Plate	fairly	65#	6"	4000 gp
Leather	non-	15#	12"	5 gp
Padded	fairly	10#	9"	4 gp
Plate Mail	bulky	45#	6"	400 gp
Ring Mail	fairly	25#	9"	30 gp
Scale Mail	fairly	40#	6"	45 gp
Shield, Buckler	non-	3#	—	5 gp
Shield, Large	bulky	10#	—	15 gp
Shield, Small	non-	5#	—	10 gp
Shield, Small, Wood	non-	3#	—	1 gp
Splint Mail	bulky	40#	6"	80 gp
Studded Leather	fairly	20#	9"	15 gp

* Assumes human-size.

** Elfin chain mail is never available on the open market.

DEXTERITY ARMOR CLASS BONUS

This bonus is in addition to that given by any other forms of protection The type of armor worn by the character with a dexterity armor class bonus does not adversely affect this bonus, for it is assumed that his or her physical conditioning and training compensate otherwise. (This is particularly applicable with regard to magic armor which is assumed to possess an enchantment which makes it both light and flexible.) The penalty for wearing armor is already subsumed in the defensive bonuses given for it, and if it were further to penalize the character by denying dexterity armor class adjustments, it would be totally invalid.

Modifiers To Dexterity Armor Class Adjustment: Neither penalty nor bonus due to dexterity (the Defensive Adjustment) is considered when the character is subjected to the following attack forms:

Attacks from the rear flank, rear, or strikes from behind (where the character is virtually unable to see the attack coming)

Large missiles such as those hurled by a giant or some form of engine (where the trajectory and speed and size of the missile negate dexterity considerations).

Magical attacks by spell, device, breath weapon, gaze, etc. (note that Defensive Adjustments do apply to saving throws for these attack forms).

WEAPON TYPES, "TO HIT" ADJUSTMENT NOTE

If you allow weapon type adjustments in your campaign please be certain to remember that these adjustments are for weapons versus specific types of armor, not necessarily against actual armor class. In most cases, monsters not wearing armor will not have any weapon type adjustment allowed, as monster armor class in such cases pertains to the size, shape, agility, speed, and/or magical nature of the creature. Not excluded from this, for example, would be an iron golem However, monsters with horny or bony armor might be classed as plate mail if you so decide, but do so on a case-by-case basis. Naturally, monsters wearing armor will be subject to weapon type "to hit" adjustment.

Armor, along with the use of a shield, is the basis for determination of how easily a character can be struck by an opponent's weapon. Other factors modify this, of course. Dexterity and magical effects are the two principal modifiers.

Do not confuse armor which is worn with the armor class (AC) rating of a monster Although a creature might be given a very high armor class because of its exceptionally thick hide, armor plating, chitinous exoskeleton, or the like, other factors are considered in such ratings. For example, the size of the creature, its speed, its agility, and perhaps its supernatural (extra-dimensional or multi-planed existence) aspects are considered in the armor class of all non-human type monsters. Therefore, a monster with an armor class of 2 will not be carrying a shield.

Armor types are given on the table below. Note that the inclusion of a shield raises armor class (AC) by a factor of 1 (5%), but that assumes attack from the front where the character can interpose it between himself and a blow.

— A small shield can be counted against only one attack per melee round.

— A normal-sized shield can effectively be counted against two attacks per melee round.

— A large shield is counted against up to three attacks per melee round.

Attacks from the right flank and rear always negate the advantage of the shield.

The cost of armor and shield varies. Generally speaking, the better the protection, the greater the expense

Note: Magic armor negates weight, so that movement does not consider any encumbrance from magic armor. There are otherwise various types of magic armor.

ARMOR CLASS TABLE

Type of Armor	Armor Class Rating
None	10
Shield only	9
Leather armor or padded armor	8
Leather armor + shield, padded armor + shield, studded leather armor, or ring mail	7
Studded leather + shield, ring mail + shield, or scale mail	6
Scale mail + shield, chain mail, or elfin chain mail	5
Chain mail + shield, elfin chain mail + shield, splint mail, banded mail, or bronze plate mail	4
Splint mail + shield, banded mail + shield, bronze plate mail + shield, or plate mail	3
Plate mail + shield or field plate armor	2
Field plate armor + shield or full plate armor	1
Full plate armor + shield	0

For each +1 of magic armor or magic shield, a decrease in armor class of 1 is given. For example, a non-armored character with a +1 shield is AC 8, a +2 shield AC7, etc. The same is true with regard to pluses of magic armor of any type. A +1 converts to a 5% probability Thus +2 equals a 10% lesser likelihood of being hit. Magic plate mail +3 and magic shield +5 are equal to AC -6, or can be treated as AC 2 with a subtraction of 8 from attackers' "to hit" dice rolls.

WEAPONS

The choice of weapons used by your character might be circumscribed by the class of your character, but selection is otherwise a matter of your preferences based on various factors presented hereafter. Of course, the initial cost of the weapon might affect your selection at the beginning Beyond this consideration, there are factors of size and weight. The damage inflicted by the weapon is important, as is the amount of space required to wield it. These details are given hereafter.

Weapon Proficiency

At the start, your character will be able to employ but a limited number of weapons. The number is determined by class. When the character moves up in levels of experience to the next higher combat melee table, he or she is assumed to have acquired proficiency in an additional weapon. The new weapon is of his or her choice. Note that proficiency with a normal weapon is subsumed in using a magical weapon of the same type. If proficiency with any given weapon is not held by the character, it is used at a penalty as shown on the table which follows.

Class of Character	Initial No. of Weapons	Non-proficiency Penalty	Added Proficiency In Weapons/Level
CAVALIER	3*	-3	1/2 levels
Paladin	3*	-3	1/2 levels
CLERIC	2	-3	1/4 levels
Druid	2	-4	1/5 levels
FIGHTER	4	-2	1/3 levels
Barbarian	6	-1	1/2 levels
Ranger	3*	-2	1/3 levels
MAGIC-USER	1	-5	1/6 levels
Illusionist	1	-5	1/6 levels
THIEF	2	-3	1/4 levels
Acrobat	2	-3	1/4 levels
Assassin	3	-2	1/4 levels
MONK	1	-3	1/2 levels
BARD	5	-2	1/4 levels

Notes Regarding Weapon Proficiency Table:

Initial Number of Weapons shows the number which the character may select to be proficient with, i.e. a cleric could select a flail and staff, club and mace, or any combination of two permitted weapons.

Non-proficiency Penalty indicates the subtraction from the character's "to hit" dice which applies to attacks by the character using such a weapon in missile or melee combat. (See **COMBAT.**)

Added Proficiency in Weapons gives the number of additional weapons the character can use with proficiency upon attaining the indicated number of levels above the 1st. Thus, at 1st level a cleric can use two weapons with proficiency, at 5th level the cleric selects another for a total of three, at 9th level the total is four, at 13th five, etc.

0-level Horsemen (cavaliers) have 1 weapon of proficiency, 0-level Lancers (cavaliers) have 2 weapons of proficiency, and 1st-level Armigers (cavaliers) have 3 weapons of proficiency. Cavaliers and rangers are restricted in which weapons they can choose to take proficiency in, see the appropriate character class descriptions for particulars.

WEIGHT AND DAMAGE BY WEAPON TYPE

Weapon Type	Approximate Weight in Gold Pieces	Damage vs. Opponent Size S or M	Size L
Aklys	35	1-6	1-3
Atlatl and javelin	30	1-6	1-6
Arrow	2	1-6	1-6
Axe, Battle	75	1-8	1-8
Axe, Hand or Throwing	50	1-6	1-4
Bardiche	125	2-8	3-12
Bec de Corbin	100	1-8	1-6
Bill-Guisarme '	150	2-8	1-10
Blowgun and needle	15	1	1
Bo Stick	15	1-6	1-3
Caltrop	2-4	1	1-2
Club	30	1-6	1-3
Dagger	10	1-4	1-3
Dart	5	1-3	1-2
Fauchard	60	1-6	1-8
Fauchard-Fork	80	1-8	1-10
Flail, Footman's	150	2-7	2-8
Flail, Horseman's	35	2-5	2-5
Fork, Military *	75	1-8	2-8
Garrot	1	1-4	1-6
Glaive **	75	1-6	1-10
Glaive-Guisarme *	100	2-8	2-12
Guisarme '	80	2-8	1-8
Guisarme-Voulge '	150	2-8	2-8
Halberd	175	1-10	2-12
Harpoon	50-60	2-8	2-12
Hammer, Lucern	150	2-8	1-6
Hammer	50	2-5	1-4
Hook Fauchard	80	1-4	1-4
Javelin '	20	1-6	1-6
Jo Stick	40	1-6	1-4
Knife	6	1-3	1-2
Lance (light horse) '	50	1-6	1-8
Lance (medium horse) '	100	2-7	2-12
Lance (heavy horse) '	150	3-9	3-18
Lasso	20	—	—
Mace, Footman's	100	2-7	1-6
Mace, Horseman's	50	1-6	1-4
Man Catcher	80	1-2	1-2
Morning Star '	125	2-8	2-7
Partisan '	80	1-6	2-7
Pick, Military, Footman's	60	2-7	2-8
Pick, Military, Horseman's	40	2-5	1-4
Pike, Awl	80	1-6	1-12
Quarrel (or Bolt), hand	1	1-3	1-2
Quarrel (or Bolt), light	1	1-4	1-4
Quarrel (or Bolt), heavy	2	2-5	2-7
Ranseur '	50	2-8	2-8
Sap	10	1-2	1-2
Scimitar '	40	1-8	1-8
Sling Bullet	2	2-5	2-7
Sling Stone	1	1-4	1-4
Spear **	40-60	1-6	1-8
Spetum '	50	2-7	2-12
Spiked Buckler	35	1-4	1-3
Staff, Quarter	50	1-6	1-6
Staff Sling Bullet	5	2-8	3-9
Staff Sling Stone	4	1-8	2-8
Sword, Bastard	100	2-8	2-16
Sword, Broad	75	2-8	2-7
Sword, Falchion	60-80	2-7	2-8
Sword, Khopesh	75	2-8	1-6
Sword, Long	60	1-8	1-12
Sword, Short '	35	1-6	1-8
Sword, Two-handed	250	1-10	3-18
Trident	50	2-7	3-12
Voulge	125	2-8	2-8
Whip	25-35	1-2	1

(Notes to this table on facing page)

64

HAND HELD WEAPON TYPES, GENERAL DATA, AND "TO HIT" ADJUSTMENTS

Hand Held Weapon Type	Length	Space Required	Speed Factor	Armor Class Adjustments										
				0	1	2	3	4	5	6	7	8	9	10
Aklys	c. 2'	2'	4 (+1)	-7	-6	-5	-4	-3	-2	-1	-1	0	0	+1
Atlatl	c. 3'	1'	n/a	0	0	0	0	0	0	0	0	0	0	0
Axe, Battle	c. 4'	4'	7	-5	-4	-3	-2	-1	-1	0	0	+1	+1	+2
Axe, Hand	c. 1½'	1'	4	-5	-4	-3	-2	-2	-1	0	0	+1	+1	+1
Bardiche	c. 5'	5'	9	-3	-2	-2	-1	0	0	+1	+1	+2	+2	+3
Bec de Corbin	c. 6'	6'	9	+2	+2	+2	+2	+2	0	0	0	0	0	-1
Bill-Guisarme	8'+	2'	10	0	0	0	0	0	0	0	0	+1	0	0
Blowgun	4'-7'	1'	n/a	0	0	0	0	0	0	0	0	0	0	0
Bo Stick	c. 5'	3'	3	-13	-11	-9	-7	-5	-3	-1	0	+1	0	+3
Caltrop	n/a	n/a	n/a	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2
Club	c. 3'	1'-3'	4	-7	-6	-5	-4	-3	-2	-1	-1	0	0	+1
Dagger	c. 15"	1'	2	-4	-4	-3	-3	-2	-2	0	0	+1	+1	+3
Fauchard**	8'+	2'	8	-3	-3	-2	-2	-1	-1	0	0	0	-1	-1
Fauchard-Fork**	8'	2'	8	-2	-2	-1	-1	-1	0	0	0	+1	0	+1
Fist or Open Hand	2'+	n/a	1	-9	-8	-7	-5	-3	-1	0	0	+2	0	+4
Flail, Footman's	c 4'	6'	7	+3	+3	+2	+2	+1	+2	+1	+1	+1	+1	-1
Flail, Horseman's	c. 2'	4'	6	0	0	0	0	0	0	0	+1	+1	+1	0
Fork, Military**	7'+	1'	7	-3	-3	-2	-2	-1	0	0	+1	+1	0	+1
Garrot	c. 3'	1½'	2	0	0	0	0	0	0	0	0	0	0	0
Glaive	8'+	1'	8	-2	-2	-1	-1	0	0	0	0	0	0	0
Glaive-Guisarme**	8'+	1'	9	-2	-2	-1	-1	0	0	0	0	0	0	0
Guisarme**	6'+	2'	8	-3	-3	-2	-2	-1	-1	0	0	0	-1	-1
Guisarme-Voulge**	7'+	2'	10	-2	-2	-1	-1	0	+1	+1	+1	0	0	0
Halberd	5'+	5'	9	0	+1	+1	+1	+1	+2	+2	+2	+1	+1	0
Harpoon	6'-8'	1½'	8	-3	-2	-2	-1	-1	-1	0	0	0	0	0
Hammer, Lucern**	5'+	5'	9	0	+1	+1	+1	+2	+2	+2	+1	+1	0	0
Hammer	c. 1½'	2'	4	0	0	0	+1	0	+1	0	0	0	0	0
Hook Fauchard	8'+	2½'	9	-3	-3	-2	-2	-1	-1	0	0	0	0	-1
Jo Stick	c. 3'	2'	2	-10	-9	-8	-6	-4	-2	-1	0	+1	0	+2
Knife	c. 1'	1'	2	-6	-5	-5	-4	-3	-2	-1	0	+1	+1	+3
Lance (light horse)	10'	1'	7	-3	-3	-2	-2	-1	0	0	0	0	0	0
Lance (medium horse)	12'	1'	6	-1	0	0	+1	+1	+1	+1	0	0	0	0
Lance (heavy horse)	c. 14'	1'	8	+4	+4	+3	+3	+2	+2	+2	+1	+1	0	0
Lasso	(10'-20')	8'+	10	0	0	0	0	0	0	0	0	0	0	0
Mace, Footman's	c. 2½'	4'	7	+2	+2	+1	+1	0	0	0	0	0	+1	-1
Mace, Horseman's	c. 1½'	2'	6	+2	+2	+1	+1	0	0	0	0	0	0	0
Man Catcher	8'+	2½'	7	0	0	0	0	0	0	0	0	-1	-2	-3
Morning Star	c. 4'	5'	7	0	0	0	+1	+1	+1	+1	+1	+1	+2	+2
Partisan	7'+	3'	9	0	0	0	0	0	0	0	0	0	0	0
Pick, Military, Footman's	c. 4'	4'	7	+3	+3	+2	+2	+1	+1	0	-1	-1	-1	-2
Pick, Military, Horseman's	c. 2'	2'	5	+2	+2	+1	+1	+1	+1	0	0	-1	-1	-1
Pike, Awl	18'	1'	13	-1	-1	-1	0	0	0	0	0	0	-1	-2
Ranseur**	8'+	1'	8	-3	-3	-2	-1	-1	0	0	0	0	0	+1
Sap	½'	1'	2	-14	-13	-12	-10	-8	-6	-5	-4	-3	-2	0
Scimitar	c. 3'	2'	4	-4	-3	-3	-2	-2	-1	0	0	+1	+1	+3
Spear	5'-13'+	1'	6-8	-2	-2	-2	-1	-1	-1	0	0	0	0	0
Spetum*	8'+	1'	8	-2	-2	-2	-1	0	0	0	0	0	+1	+2
Spiked Buckler	1'	2'	4	-7	-6	-5	-4	-3	-2	-1	0	0	0	+2
Staff, Quarter	6'-8'	3'	4	-9	-8	-7	-5	-3	-1	0	0	+1	+1	+1
Staff Sling	5'	6'	11	0	0	0	0	0	0	0	0	0	0	0
Sword, Bastard*	c. 4½'	4'+	6	0	0	0	0	+1	+1	+1	+1	+1	+1	0
Sword, Broad	c. 3½'	4'	5	-5	-4	-3	-2	-1	0	0	+1	+1	+1	+2
Sword, Falchion	c. 3½'	3½'	5	-3	-2	-2	-1	0	+1	+1	+1	+1	0	0
Sword, Khopesh	c. 3½'	4'	9	-7	-6	-5	-4	-2	-1	0	0	+1	+1	+2
Sword, Long	c. 3½'	3'	5	-4	-3	-2	-1	0	0	0	0	0	+1	+2
Sword, Short	c. 2'	1'	3	-5	-4	-3	-2	-1	0	0	0	+1	0	+2
Sword, Two-handed	c. 6'	6'	10	+2	+2	+2	+2	+2	+2	+3	+3	+3	+1	0
Trident	4'-8'+	1'	6-8	-4	-3	-3	-2	-1	-1	0	0	+1	0	+1
Voulge	8'+	2'	10	-2	-2	-1	-1	0	+1	+1	+1	0	0	0
Whip	8'-20'	8'-20'	5-8	-14	-12	-10	-8	-6	-4	-2	-1	+1	0	+3

* These weapons do twice the damage indicated to size L creatures when set (firmly grounded) to receive a charging opponent.

** These weapons are capable of dismounting a rider on a score equal to or greater than the "to hit" score.

1: These weapons do twice the indicated damage against creatures of any size when employed by an attacker riding a charging mount.

2: This weapon does twice the damage indicated to any opponent when the weapon is set to receive their charge.

3: This weapon class includes all pointed cutting and thrusting weapons with blade length between 15 and 24 inches.

4. These weapons are capable of disarming an opponent on a score required to hit AC 8.

5: Treat this weapon as a long sword if it is used one-handed.

6: Minor variations of these weapons, with different names, may exist in the campaign. See Players Handbook for particulars.

General Note: Any weapon strikes at +2 "to hit" against an opponent's back (or similarly unseen);

Against stunned, prone, and motionless opponents, any weapon strikes at +4 "to hit."

HURLED WEAPON AND MISSILE TYPES, GENERAL DATA, AND "TO HIT" ADJUSTMENTS

| Hurled Weapons and Missiles	Fire Rate	Range S	Range M	Range L	Armor Class Adjustment 0	1	2	3	4	5	6	7	8	9	10
Aklys (hurled)	1	1*	—	—	-8	-7	-6	-5	-4	-3	-2	-1	0	0	0
Atlatl (javelin)	1	3	6	9	-6	-5	-4	-3	-2	-1	0	0	+1	+1	+2
Axe, Hand	1	1	2	3	-6	-5	-4	-3	-2	-1	-1	0	0	0	+1
Blowgun Needle	2	1	2	3	-14	-12	-10	-8	-6	-4	-2	-1	-1	+1	+2
Bow, Composite, Long	2	6	12	21	-4	-3	-2	-1	0	0	+1	+2	+2	+3	+3
Bow, Composite, Short	2	5	10	18	-4	-4	-3	-3	-1	0	+1	+2	+2	+2	+3
Bow, Long	2	7	14	21	-2	-1	-1	0	0	+1	+2	+3	+3	+3	+3
Bow, Short	2	5	10	15	-7	-6	-5	-4	-1	0	0	+1	+2	+2	+2
Club	1	1	2	3	-9	-8	-7	-5	-3	-2	-1	-1	-1	0	0
Crossbow, Hand	1	2	4	6	-6	-4	-2	-1	0	0	0	+1	+2	+2	+3
Crossbow, Heavy	½	8	16	24	-2	-1	-1	0	+1	+2	+3	+3	+4	+4	+4
Crossbow, Light	1	6	12	18	-3	-2	-2	-1	0	0	+1	+2	+3	+3	+3
Dagger	2	1	2	3	-7	-6	-5	-4	-3	-2	-1	-1	0	0	+1
Dart	3	1½	3	4½	-7	-6	-5	-4	-3	-2	-1	0	+1	0	+1
Hammer	1	1	2	3	-4	-3	-2	-1	0	0	0	0	0	0	+1
Harpoon	1	1	2	3	-6	-5	-4	-3	-2	-1	0	0	0	0	+1
Javelin	1	2	4	6	-7	-6	-5	-4	-3	-2	-1	0	+1	0	+1
Knife	2	1	2	3	-8	-7	-6	-5	-4	-3	-2	-1	0	0	+1
Lasso	½	1	2	3	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1
Sling (bullet)	1	5	10	20	-3	-3	-2	-2	-1	0	0	0	+2	+1	+3
Sling (stone)	1	4	8	16	-7	-6	-5	-4	-2	-1	0	0	+2	+1	+3
Spear	1	1	2	3	-4	-4	-3	-3	-2	-2	-1	0	0	0	0
Staff Sling (bullet)	½	—	3-6	9	-5	-4	-3	-2	-1	0	0	0	0	0	0
Staff Sling (stone)	½	—	3-6	9	-6	-5	-4	-3	-2	-1	0	0	0	0	0

* 10-foot range only, not 10 yards

Rate of fire is based on the turn (for table-top miniatures) or the melee round. Ranges are: S = *Short*, M = *Medium*, L = *Long*.

Armor Class Adjustment is based on the weapon or missile being discharged at short range. Adjust by -2 at all medium ranges, by -5 at all long ranges.
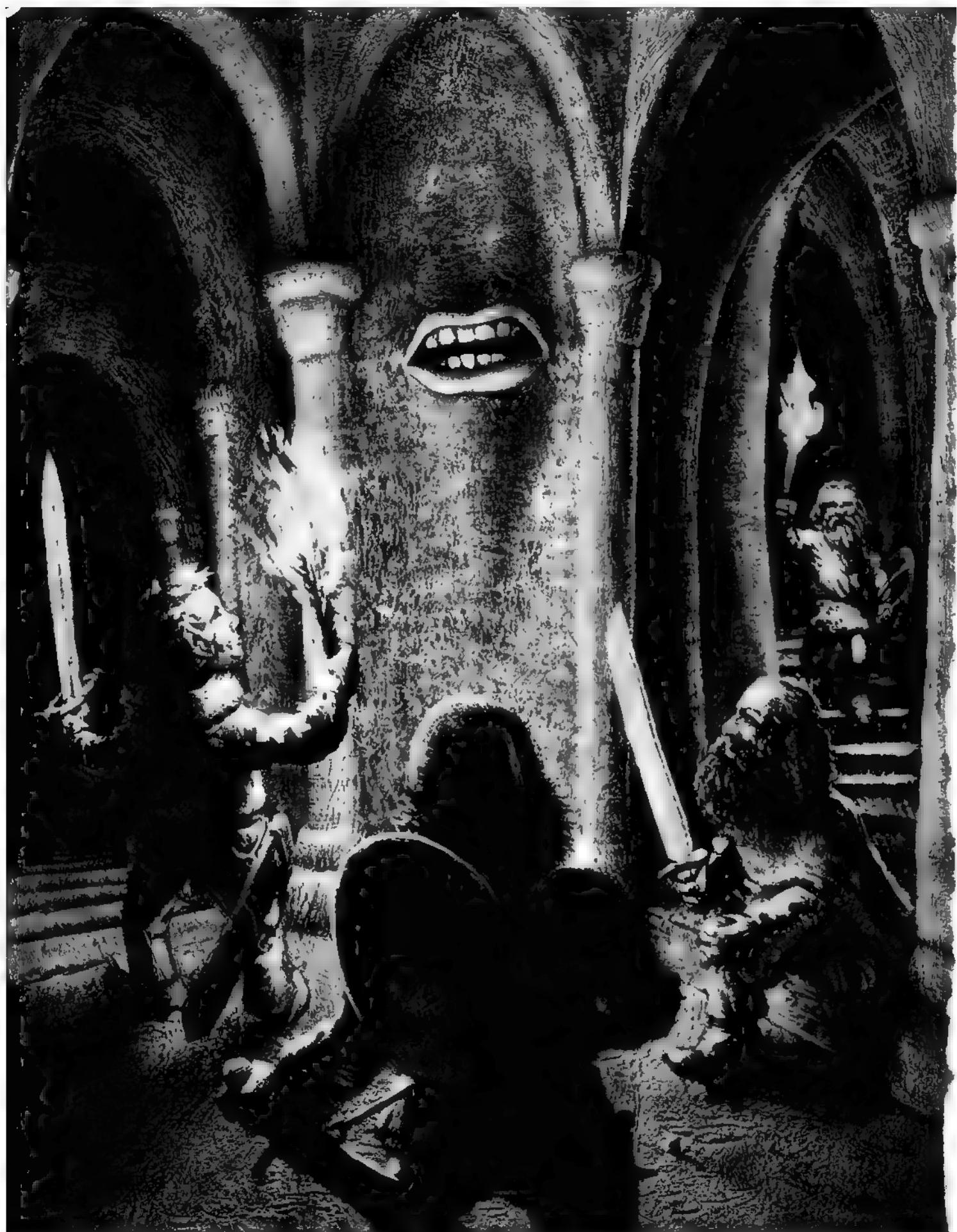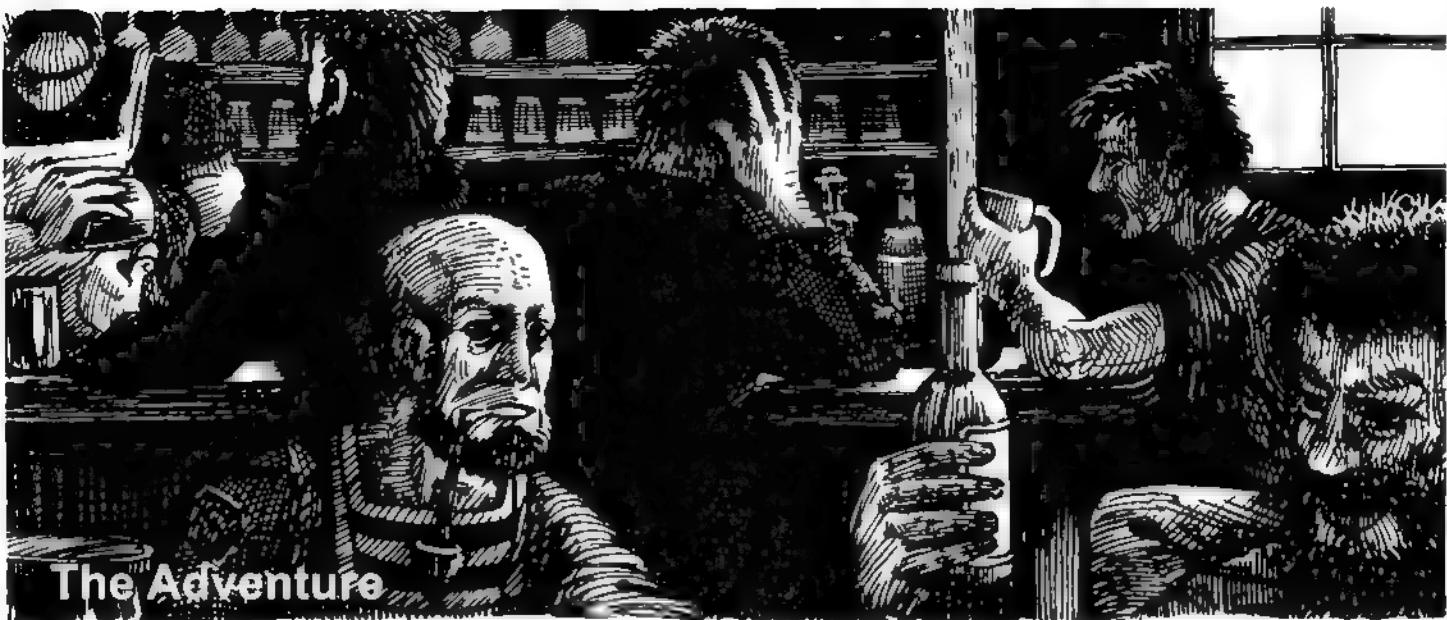
The Adventure

When you go on an adventure, you, and in all probability one or more other characters, will go to explore some underground labyrinth or area of land outdoors. Your Dungeon Master will have carefully prepared a map of the place you and your party are to enter, a map showing all outstanding features of the place, with numbers and/or letters to key encounter/special interest areas. Your DM will give you certain information prior to the adventure — you might have to ask questions of the local populace, or you might have heard rumors or know of legends — so your party can properly equip itself for the expedition, hire men-at-arms, and obtain mounts or whatever in order to have the best possible chance for success in dungeon or wilderness setting. Of course, going about a city or town might in itself be interesting, informative, and dangerous, so a third sort of adventure can occur at any time, the city or town adventure. These three major types of adventures have elements in common and differences; so each will be described separately. The various elements of all sorts of adventures are given thereafter. Your campaign referee has detailed information, including charts, tables, and matrices, so he or she will be completely equipped for conducting any sort of adventure.

Dungeon Expeditions: Adventures into the underworld mazes are the most popular. The party equips itself and then sets off to enter and explore the dungeons of some castle, temple or whatever. Light sources, poles for probing, rope, spikes, and like equipment are the main tools for such activity. And, since none of the party will know the dungeon's twists and turns, one or more of the adventurers will have to keep a record, a map, of where the party has been. Thus you will be able to find your way out and return for yet more adventuring. As your party is exploring and mapping, movement will be slow, and it is wise to have both front and rear guards. In the dungeon will be chambers and rooms — some inhabited, some empty; there will be traps to catch those unaware, tricks to fool the unwise, monsters lurking to devour the unwary. The rewards, however, are great — gold, gems, and magic items. Obtaining these will make you better able to prepare for further expeditions, more adept in your chosen profession, more powerful in all respects. All that is necessary is to find your way in and out, to meet and defeat the guardians of the treasures, to carry out the wealth...

Outdoor Exploration: Adventuring into unknown lands or howling wilderness is extremely perilous at best, for large bands of men, and worse, might roam the area; there are dens of monsters, and trackless wastes to contend with. Protracted expeditions are, therefore, normally undertaken by higher level characters. Forays of limited duration are possible even for characters new to adventuring, and your DM might suggest that your party do some local exploration — perhaps to find some ruins which are the site of a dungeon or to find a friendly clan of dwarves, etc. Mounts are necessary, of course, as well as supplies, missile weapons, and the standard map-making equipment. Travel will be at a slow rate in unknown areas, for your party will be exploring, looking for foes to overcome, and searching for new finds of lost temples, dungeons, and the like. If the expedition continues for several days, there will be a need to hunt for game to provide food, unless some inhabited area is found — a thorp, hamlet, village, or town — in which case your party will then be able to have another short adventure.

Town Adventures: Cities, towns, and sometimes even large villages provide the setting for highly interesting, informative, and often hazardous affairs and incidents. Even becoming an active character in a campaign typically requires interaction with the populace of the habitation, locating quarters, buying supplies and equipment, seeking information. These same activities in a completely strange town require forethought and skill. Care must be taken in all one says and does. Questions about rank, profession, god and alignment are perilous, and use of an alignment tongue is socially repulsive in most places. There are usually beggars, bandits, and drunks to be dealt with; greedy and grasping merchants and informants to do business with; inquiring officials or suspicious guards to be answered. The taverns house many potential helpful or useful characters, but they also contain clever and dangerous adversaries. Then there are the unlit streets and alleys of the city after dark . . . And what lies in wait in the deserted ruins of some lost ancient city? Meat and drink for the doughty **ADVANCED D&D**er!

Preparation for one of these adventures is highly important and one can lead directly into another sort altogether. Here are the basic considerations you will need to know to prepare your character for success.

HIRELINGS

At any time, a character may attempt to hire various different sorts of workers, servants, or guards. The success of such hiring is entirely dependent upon availability of the type desired, wage and bonus offers, and to some extent the character's charisma. Typical hirelings are.

Alchemist	Blacksmith	Linkboy	Teamster
Armorer	Crossbowman	Man-at-arms	Valet
Bearer	Engineer	Steward	

Your character will have to locate the whereabouts of whatever type of hirelings he or she desires to take into service, and it will be up to your character to determine wages and salaries in the area he or she is in.

Employment can be by the hour, day, week, month, or year according to the desires of the character and agreeability of the persons to be hired. Your referee will handle all such matters as they occur

Note that the number of hirelings is in no way limited by charisma, and hirelings differ considerably from henchmen who are discussed immediately hereafter. The loyalty of hirelings is quite similar to that of henchmen, though, and the discussion of the loyalty of henchmen can be applied to hirelings of all sorts. (See **HENCHMEN** hereafter.)

HENCHMEN

As discussed in the preceding section regarding **CHARACTER ABILITIES**, charisma has a great effect on the number of henchmen a character is able to attract.

A henchman is a more or less devoted follower of a character. In return for the use of his or her abilities and talents, the henchman receives support, lodging, and a share of his or her master's or mistress' earnings — in the form of stipends or as a share of treasure taken. Henchmen are always of a character race and character class, but are never player characters.

The alignment of a henchman should be compatible with that of the player character whom he or she serves. Difference in alignment will certainly affect the loyalty of all henchmen, if alignment is radically different

It will usually be necessary for your character to visit various inns and drinking establishments in search of henchmen. It is also possible that a number of notices will have to be posted, perhaps in conjunction with the employment of a crier to announce the employment offered The cost of such is often high — in rounds of drinks, food, tips, gratuities, bribes, fees and so forth. These costs are in addition to actual sums paid to the henchman eventually employed. Locating non-human characters such as dwarves, elves, and the like might be even more protracted, difficult, and costly than the hiring of human and semi-human henchmen. This depends on campaign circumstances — such as whether or not non-humans are common in the area and whether or not non-humans tend to associate with humans and frequent the inns and taverns.

Once a henchman is brought into your character's service, it will be necessary to pay a wage plus support and upkeep. Your referee will inform you as to such costs. When a henchman accompanies your character on adventures, he or she must be given a portion of treasure, both money and magic, just as a player character would. However, the share can be lesser, for all of the henchman's expenses are paid for by his or her master or mistress. Naturally, it is a good idea to give a henchman as much treasure as possible, for in that way the henchman gains experience points.

Experience awarded to henchmen is usually much less than that which would be given to a player character. This is because the henchmen are acting under the direction of their master or mistress. So you should expect that your character's henchmen will get about 50% of the experience points which their share in the slaying of opponents and garnered treasure actually totals — possibly even less if your character bore the brunt of the action and closely directed the henchmen. The loyalty of henchmen is based on many factors. Charisma of the player character is very important. Remuneration — support, upkeep, wages, bonuses, and sharing of treasure — plays a big part also. The involvement of henchmen in adventuring is important, as are the activities of the character (and what he requires of the henchmen) during the course of adventuring. For example.

Assuming the character has above average charisma, he or she could be somewhat less than generous in remuneration and still have henchmen with about average loyalty. If remuneration or activity were above the minimum required, loyalty would be correspondingly higher. If both remuneration and activity were exceptional, the loyalty base of henchmen would be likewise exceptional. Actions to protect the lives and welfare of henchmen, or saving the life of or resurrecting henchmen, give loyalty above average.

Disloyalty will come into play in combat and other stress situations. Disloyal henchmen will betray or desert their master or mistress. (See **MORALE**.)

OBEDIENCE

This aspect of play has three facets. The leader and caller of a party might order one course of action while various players state that their characters do otherwise. Your DM will treat such situations as confused and muddled, being certain to penalize the group accordingly.

Obedience also applies to hirelings and henchmen. Loyalty and morale are factors here, as is the existing situation where obedience is called for.

Finally, certain magic items, particularly magic swords, tend to be argumentative and may refuse to obey uncertain, demanding, weak, or foolish masters.

If in doubt regarding obedience, the sure test is the one where you ask yourself if your character would do it. This test applies only to creatures, not magically endowed items. If you ask a henchman to try on a cloak, it is probable that he and all of your other henchmen and hirelings will expect that the garment will become his. Likewise, if a servitor is asked to sample the contents of a potion bottle, the item is then regarded as the servitor's property by all onlookers. Obedience is based on such considerations, i.e. fairness, justness, rewards, hazards, love, respect, fear, and similar repute and emotion.

MORALE

Morale properly refers to the state of mind of "troops" during combat or stress situations. Stupid creatures tend to fight to the death. So do creatures with a set purpose in mind — elite, guards, and fanatical creatures. Your character will never have to check morale status, nor will any other player character, for each player provides this personally. Some are brave, some foolish, some cautious, some cowardly Your character's henchmen will probably have to check morale, so too will hirelings. Powerful monsters will never check morale, and even weak ones will probably not do so as long as they have leadership.

When you require your henchmen and/or hirelings to take risks which your character is not personally taking, or when in hazardous situations with or without your character, or when faced with a defeated and fleeing enemy just overcome, or when given the prospect of rich loot, these are times when the campaign referee will usually require morale checks. Obedience, actions, reactions, etc. will be decided by such morale checks.

In addition to the influence your character's charisma has, the loyalty rating of henchmen and hirelings will be influenced by past treatment, current situation, and the behavior of any of their fellows nearby. Your lieutenants, if any, will provide a steadying influence. Higher level characters are unlikely to have poor morale unless they are faced with an obviously hopeless situation (at least as far as they can see it) and/or when they are low in hit points.

If you treat your henchmen and hirelings fairly, pay them well, and give them arms and equipment which allow them to effectively engage in combat by maximizing their protection and offensive potential, their morale base will be good Furthermore, if you do not require them to take risks which your character does not take, if their mortality is not high, and their "master" does not abandon them to their fate as long as another course is possible, the "troops" will be likely to be firm in the face of nearly any threat. Lack of action, setbacks, and similar things reduce morale. A good player pays strict attention to these considerations.

MAPPING

One player must keep a map of the expedition's trek, and if two players make maps the chances for the success of the expedition improve. Graph paper with 5 or 6 lines to the inch is suggested for underground map making. A sheet of small size hex grid is usual for outdoors maps. Both sorts of paper should always be on hand.

Never become concerned if your map is not exact, if it is off 10' here or 20' there. As long as it gives your party an idea as to where they are and how to get back, it is serving its purpose. Always make notes on the map to show danger — traps, tricks, monsters.

ORGANIZATION

Organize your party by showing which characters are where. Show marching order for a 10' passage, a 20' passage, door openings, etc. Always prepare for rear actions as well as frontal combats. Assign one individual as leader. This character will "call", i.e. tell the referee where the party will go and what they will do. Miniature figures are a great aid here. The DM will usually require a marching order to be drawn on a piece of paper if figures are not at hand.

Whatever you select to carry will have both weight and volume (or bulk). Equipment for adventuring is necessary, but too much is deadly In order to be able to move with reasonable rapidity and freedom, the number of items carried and apparel worn must suit encumbrance restrictions. (Remember that the volume of something can be as critical as its weight, i.e. 20 pounds of feathers in a sack are cumbersome.) To be useful, items generally must be readily accessible, so this consideration must also be borne in mind. Lastly, as the main purpose of adventuring is to bring back treasure, provision for carrying out a considerable amount of material must also be made The table below gives you a guideline respecting weight and bulk carried and how movement is affected·

ENCUMBRANCE

Whatever you select to carry will have both weight and volume (or bulk). Equipment for adventuring is necessary, but too much is deadly In order to be able to move with reasonable rapidity and freedom, the number of items carried and apparel worn must suit encumbrance restrictions. (Remember that the volume of something can be as critical as its weight, i.e. 20 pounds of feathers in a sack are cumbersome) To be useful, items generally must be readily accessible, so this consideration must also be borne in mind. Lastly, as the main purpose of adventuring is to bring back treasure, provision for carrying out a considerable amount of material must also be made The table below gives you a guideline respecting weight and bulk carried and how movement is affected:

Encumbrance	Movement	Reaction and Initiative
normal gear — about 35# and no great bulk	12" — subject can run quickly	normal or better
heavy gear — armor and/or equipment of about 70# or fairly bulky	9" — subject can make a lumbering run	normal, no bonuses
very heavy gear — armor and/or equipment of 105# and bulky (such as plate armor)	6" — subject can trot for short distances	slowed
encumbered — armor and/or equipment over 105# weight and/or (very) bulky	3" to 4" — no trotting possible	slowed greatly

Strength penalties or bonuses will modify these guidelines. Weight is usually stated in gold pieces, 10 gold pieces equalling 1# (pound) Volume can only be calculated from known comparisons, as the size and shape of objects varies from individual to individual, i.e. how big is a tapestry?

MOVEMENT — TIME AND DISTANCE FACTORS

Movement rate is always shown by a numeral followed by the sign for inches thus, 9". The number of inches moved is scaled to circumstances and time by modifying either the distance represented or the time period or both.

Movement In the Dungeon: The movement distance in the dungeon is 1" to 10' over a turn of 10 minutes duration while exploration and mapping are in progress. If the party is following a known route or map, the movement rate is 5 times greater, so each move takes 1/5 of a turn (2 rounds). If the party is fleeing, all movement — excluding encumbered movement, is 10 times faster, so each move takes only 1/10 of a turn, or 1 round. This same movement rate applies to combat situations, so by converting each 1" movement rate to 10', and then taking 1/10 of the round (using segments), the distance a character or monster can travel during the course of combat is easily found·

Movement	Distance Traveled in One	
Rate	Round (1 minute)	Segment (6 seconds)
6"	60'	6'
9"	90'	9'
12"	120'	12'
15"	150'	15'
18"	180'	18'

if moving but 12' in 6 seconds seems slow, consider the conditions — whether prolonged physical exertion or the threat of hostile counter to the movement.

Movement Outdoors: The major difference in outdoor movement is distance and time. Each 1" equals the number of miles a character or creature can travel in one-half day's trekking. Terrain will vary the movement rate. When an encounter occurs, the movement rate is handled in the same manner as combat movement in the dungeon.

Movement in Cities: When your party is in an inhabited area, movement turns are at the same rate as when combat in the dungeon takes place, i.e. 6" = 60' and each move is 1 minute long. This assumes that no map is being made. Mapping takes 10 times as long, so movement when mapping is the same as in a dungeon.

Note: No mapping is possible when a party is moving at fast speed such as when pursued or pursuing. Light must be available to make or read a map, infravision is not suitable in such circumstances. Marks, dropped objects, or a trailing string or line are typically useless devices in dungeons, as they will be obliterated, moved, or destroyed by passing creatures.

TIME

Time in the campaign is very important. Your referee will keep strict account of the time consumed by various characters, for it is likely to separate them, since not all participants are likely to play at the same actual time. Time costs characters money in support, upkeep, and wage payments. It takes time to adventure, to heal wounds, to memorize spells, to learn languages, to build strongholds, to create magic items — a very long time in the last given case

In adventuring below ground, a turn in the dungeon lasts 10 minutes (see also **MOVEMENT**). In combat, the turn is further divided into 10 melee rounds, or simply rounds. Rounds are subdivided into 10 segments, for purposes of determining initiative (q v.) and order of attacks. Thus a turn is 10 minutes, a round 1 minute, and a segment 6 seconds.

Outdoors, time is measured in days, usually subdivided into daylight (movement) and night (rest) periods. Thus, while actual time playing is about the same for a dungeon adventure, the game time spent is much greater in the case of outdoor adventures.

DISTANCE

For purposes of the game distances are basically one-third with respect to spell and missile range from outdoors to indoors/underground situations. Thus most ranges are shown as inches by means of the symbol ", i.e. 1", etc. Outdoors, 1" equals 10 yards. Indoors 1" equals 10 feet Such a ratio is justifiable, to some extent, regardless of game considerations.

Actual effective range of an arrow shot from a longbow is around 210 yards maximum, in clear light and open terrain. Underground, with little light and low ceilings overhead, a bowshot of 210 feet is about maximum. Archery implies arching arrows Slings are in this category as are hurled darts and javelins, all arching in flight to achieve distance. Crossbows are a notable exception, but under the visibility conditions of a dungeon setting, a yards to feet conversion is not unreasonable.

Magic and spells are, most certainly, devices of the game In order to make them fit the constrictions of the underground labyrinth, a one for three reduction is necessary. It would be folly, after all, to try to have such as effective attack modes if feet were not converted to yards outdoors, where visibility, movement, and conventional weapons attack ranges are based on actual fact. (See **MOVEMENT**.)

Distance scale and areas of effect for spells (and missiles) are designed to fit the game; The tripling of range outdoors is reasonable, as it allows for recreation of actual ranges for hurled javelins, arrows fired from longbows, or whatever In order to keep magic spells on a par, their range is also tripled. IT IS IMPERATIVE THAT OUTDOOR SCALE BE USED FOR RANGE ONLY, NEVER FOR SPELL AREA OF EFFECT (which is kept at 1" = 10') UNLESS A FIGURE RATIO OF 1:10 OR 1:20 (1 casting equals 10 or 20 actual creatures or things in most cases) IS USED, AND CONSTRUCTIONS SUCH AS BUILDINGS, CASTLES, WALLS, ETC. ARE SCALED TO FIGURES RATHER THAN TO GROUND SCALE Note that the foregoing assumes that a ground scale of 1" to 10 yards is used.

Movement scale is kept as flexible as possible in order to deal with the multitude of applications it has,.i.e. dungeon movement (exploring and otherwise), city travel, treks through the outdoors, and combat situations arising during the course of any such movements. Your referee will have information which will enable him or her to adjust the movement rate to the applicable time scale for any situation.

LIGHT

Infravision, the ability to see radiation in the infra-red spectrum, is an ability possessed by most of the creatures dwelling below ground and nocturnal animals. Some characters have this ability due to race or by magical means. However, as many characters can only see in light which is normal to the human visual spectrum, and mapping requires light also, some form of light generating device is necessary for activities in dungeons or at night. The table below gives the properties of the usual light sources:

Light Source	Radius of Illumination	Burning Time
Torch	40'	6 turns (1 hour)
Lantern	30'	24 turns*
Bullseye Lanthorn	80'**	24 turns*
Magic Dagger	10'	infinite
Magic Short Sword	15'	infinite
Magic Long Sword	20'	infinite

*Illumination is from burning 1 pot (pint) of fine oil
**Illumination is 1" wide only and can be masked by shutter.

INFRAVISION

As previously mentioned, infravision is the ability to see into the infrared spectrum. Thus heat radiation becomes visible and differences in temperature allow infrared sight. Warm things are bright, cool things grey, very cold things are black. Most infravision extends to 60' distance. Dungeon-dwelling monsters have infravision to 120'. All infravision is spoiled if a light source is shedding illumination upon the creature possessing the infrared sight capability. Similarly, great heat will spoil the capability.

Thieves hiding in shadows are successful with respect to infravision only if there is a heat/light source nearby to mask their body heat, or a very cold object or radiation to provide similar cover.

ULTRAVISION

Ultravision is the ability to see radiation in the ultraviolet spectrum — gamma rays, x-rays, etc. Creatures with this ability can see in normal nighttime darkness; that is, they see at night as well as a human can see at dusk because of the continual bombardment of ultraviolet radiation upon the earth.

SILENT MOVEMENT

Characters typically make a certain amount of noise, and thus alert opponents of their presence. But thieves, as well as characters able to move quietly because of a magical device such as boots of elvenkind have a chance to be absolutely silent when moving. This chance to be absolutely silent is given as a percentage, +/- modifiers, and the character must roll percentile dice to score less than or equal to the percentage chance he or she has to move without sound. Success indicates silent movement and an improved chance to surprise an opponent or slip past it.

INVISIBLE MOVEMENT

By various magical means it is possible to become invisible and move about. Invisibility bestowed by a cloak of elvenkind extends to what it covers. A ring or spell of invisibility offers superior invisibility. Note that none mask light, so the invisible character cannot move about with a light source and be unseen, for the light will be noticed even though its bearer and possibly its source are not.

SURPRISE

Surprise is simply the unexpected, unprepared for. Characters can be surprised just as creatures they encounter can. Noise and light can negate chances for surprise with respect to characters or creatures they encounter. Surprise is usually expressed as a 2 in 6 chance for all parties concerned, i.e. a six-sided die is rolled with a 1 or 2 indicating surprise. Some monsters are more capable of surprising foes than the normal 2 in 6 probability, and some cannot be surprised as easily, so they have a reduced probability — 1 in 6, 1 in 8, etc. Each 1 of surprise equals 1 segment (six seconds) of time

lost to the surprised party, and during the lost time the surprising party can freely act to escape or attack or whatever. If both parties are surprised, then the effect is negated or reduced:

Surprise Dice Difference	Lost Segments
0	0
1 (2-1, 3-2, etc.)	1
2 (3-1, 4-2, etc.)	2
3 (4-1, 5-2, etc.)	3

Assume the party of characters, moving silently and invisibly, comes upon a monster. They have 4 of 6 chances to surprise, and the monster has 2 in 6. A six-sided die is rolled for the party, another for the monster. Both sides could be surprised, neither could be surprised, or either could be surprised. This is shown on the table below:

Party's Die	Monster's Die	Surprise Effect
3 to 6	5 or 6	none
1	1	both surprised
2	2	both surprised
1 or 2	5 or 6	party surprised
3 to 6	1 to 4	monster surprised
1	2 to 4	monster surprised
2	1	party surprised

Noise or light can negate the chance of surprising a monster. Similarly, if the party is aware of a monster, the party cannot be surprised by it unless it is also aware of them — in the latter case, it might be able to hide and ambush the party.

If surprise exists, the surprising party can use the time segments to flee/escape, close, or attack. Distance of 10' or less can usually be closed and an attack made in 1 segment. Physical attacks during surprise situations are also possible on a 1 per segment basis, whether the form is by weapon, projectile, or method intrinsic to the creature (claws, fangs, etc.), even a breath weapon use; magic spells require the proper number of segments of casting time, regardless of surprise.

See also INITIATIVE hereafter.

TRAPS, TRICKS, AND ENCOUNTERS

During the course of an adventure, you will undoubtedly come across various forms of traps and tricks, as well as encounter monsters of one sort or another. While your DM will spend considerable time and effort to make all such occurrences effective, you and your fellow players must do everything within your collective power to make them harmless, unsuccessful or profitable. On the other hand, you must never allow preparedness and caution to slow your party and make it ineffective in adventuring. By dealing with each category here, the best approach to negating the threat of a trap, trick, or encounter can be developed.

Traps: Traps are aimed at confining, channeling, injuring, or killing characters. Confining traps are typified by areas which are closed by bars or stone blocks, although some might be pits with valves which close and can then only be opened by weight above. Most confinement areas will have another entrance by which a capturing or killing creature(s) will enter later. It is usually impossible to avoid such areas, as continual minute scrutiny makes exploration impossible and assures encounters with wandering/patrolling monsters. When confined, prepare for attack, search for ways out, and beware of being channeled. Channeling traps are often related to confining ones. Walls that shift and doors which allow entry but not egress are typical. While they cannot be avoided, such traps can be reacted to much as a confining trap is. However, they also pose the problem of finding a way back. Careful mapping is a good remedy. Injuring traps, traps which wear the strength of the party away prior to the attaining of their goal, are serious. Typical injuring traps are blades which scythe across a corridor when a stone in the floor is stepped on, arrows which fire when a trip rope is yanked, or spears released when a door is opened. Use of a pole or spear as a prod ahead might help with these, and likewise such a prod could discover pits in the floor. The safest remedy is to have some healing at hand — potions or spells — so as to arrive relatively undamaged. Killing traps are typical of important areas or deep dungeon levels. Deep pits with spikes, poisoned missiles, poisoned spikes, chutes to fire pits, floors which tilt to deposit the party into a pool of acid or before an angry red dragon, ten ton blocks which fall from the ceiling, or locked

rooms which flood are examples of killing areas. Again, observation and safety measures (poles, spikes thrown ahead, rope, etc.) will be of some help, and luck will have to serve as well.

In summation, any trap can be bad and many can mean a character's or the entire party's demise. Having proper equipment with the party, a cleric for healing, a dwarf for trap detection, and a magic-user to knock open doors and locks go a long way towards reducing the hazard. Observation and clever deduction, as well as proper caution, should negate a significant portion of traps.

Tricks: So many tricks can be used that it is quite impossible to thoroughly detail any reasonable cross-section here. As imagination is the only boundary for what sort of tricks can be placed in a dungeon, it is incumbent upon the players to use their own guile. Many tricks are *irksome* only; others are irksome and *misleading*. Assume that there are several rooms with a buzzing sound discernible to those who listen at the doors and/or enter them. Does this cause the party to prepare for battle only to find nothing? Or is there some trick of acoustics which allows sound from a nearby hive of giant wasps to permeate the rooms? If the latter, the party might grow careless and enter yet another "buzzing" room unprepared so as to be surprised by angry wasps. *Illusions* can annoy, delay, mislead or *kill* a party. There can be illusionary creatures, pits, fires, walls and so on. But consider an illusion of a pile of gold cast upon a pit of vipers. Slanting (or sloping) passages, space distortion areas, and teleporters are meant to confuse or strand the party. They foul maps, take the group to areas they do not wish to enter, and so on. The same is true of sinking/rising (elevator) rooms, sliding rooms, and chutes. As an example of the latter, consider a chute at the bottom of a pit, or one at the end of a corridor which slopes *upwards* — so that the effect is to deposit the party on the original level but seemingly on one deeper. Rooms can turn so as to make directions wrong, secret doors can open into two areas if they are properly manipulated, and seemingly harmless things can spell death.

Tricks are best countered by forethought and discernment. They can be dealt with by the prepared and careful party, but rashness can lead to real trouble. Your DM will be using his imagination and wit to trick you, and you must use your faculties to see through or at least partially counter such tricks.

Encounters: A "monster" can be a kindly wizard or a crazed dwarf, a friendly brass dragon or a malicious manticore. Such are the possibilities of encounters in dungeon, wilderness, or town. Chance meetings are known as encounters with *wandering* monsters. Finding a creature where it has been placed by the referee is usually referred to as a *set encounter*.

Wandering monsters can be totally random or pre-planned. A party wandering in the woods outdoors or on a deserted maze in the dungeon might run into nearly any sort of monster. If the woods were the home of a tribe of centaurs, or the dungeon level one constructed by a band of orcs, certain prescribed encounters would randomly occur, however. At prescribed intervals, your DM will generate a random number to find if any meeting with a wandering monster occurs. Avoiding or fleeing such encounters is often wise, for combat wears down party strength, and wandering monsters seldom have any worthwhile treasure. If monsters pursue, you can consider hurling down food or treasure behind. Thus, the pursuing monsters may be lured into stopping to eat or gather coins or gems. When confrontation is unavoidable, be wary of tricks, finish off hostile creatures quickly, and get on with the business of the expedition. As determination of chance encounters is usually a factor of time, do not waste it — and your party — endlessly checking walls for secret doors, listening at every door, etc. As noise is a factor your DM will consider in the attraction of additional monsters, never argue or discuss what course of action your party is to follow in an open place or for long periods. A fight will take time and cause plenty of noise, so move on quickly after combat with wandering monsters. Pre-planning and organization are essential to all successful play, no less here than elsewhere.

Set encounters are meetings with monsters placed by your DM. All such encounters will be in, or near, the monster's (or monsters') lair; so, unlike encounters with wandering monsters, these incidents promise a fair chance for gain if the monster or monsters are successfully dealt with. A successful expedition usually is aimed at a particular monster or group of lairs discovered during previous excursions. Note: a lair is wherever the monster dwells — even such places as a castle, guard house, temple or other construction

All encounters have the elements of *movement* and *surprise* (previously discussed), as well as *initiative, communication, negotiation, and/or combat.* These aspects of adventuring, as well as damage, healing, saving throws, obedience, and morale must now be considered.

INITIATIVE

The initiative factor affects who can do what and when during the course of an encounter of any sort. Surprise, already covered heretofore, obviates the need for initiative checks, as the surprising party has complete freedom of action for a time. However, surprise eventually wanes, and then, just as in other circumstances, the relative weight of action must be determined. Initiative allows one group, the party or the monster(s), to begin some course of action prior to the other group.

Actions affected by initiative are many and include slamming a door, fleeing, moving to grapple or melee, a call for a truce or surrender, firing wands, discharging missiles, beginning a spell, and so on.

The initiative check is typically made with 2 six-sided dice, 1d6 for the party, and another of a different size or color for the creatures encountered. This check is made each round of play where first action is a factor. Because a round is a full minute long, dexterity seldom is a factor in the determination of which side acts first. However, if one group is *slowed* or *hasted*, or one or more members of the group are, the initiative will always go to the non-slowed or hasted side. In most other cases, the group with the higher die score will always act first. For effects of initiative in fighting, see **COMBAT** hereafter.

COMMUNICATION

In order to determine the intent of a possibly friendly or neutral monster or to pass along your intentions or desires, some form of communication is necessary. Speech might do for human-types, as the common tongue is known by most. But what of an encounter with a giant, blink dogs, or dozens of similar creatures? An open and raised right hand is possible, and simply refraining from hostile moves will possibly allow for further exchange. Remember though, that you cannot bribe a band of ogres to allow you to pass through unless you can communicate clearly.

NEGOTIATION

Most DMs love communication and negotiations, for this allows them to assume an active role in actual play. Your referee will assume the persona proper to the creature your party is dealing with — be it shy and hostile, stupid, greedy, helpful, misinformed, or whatever. Intelligent monsters will always balance the offer versus the expectation. A lone ogre is likely, even with his rather dim wit, to recognize that a strong party will kill him if he attacks or demands too much, so a small bribe is better than a risky combat to get flesh to eat and pretty baubles to have. On the other hand, weakness will be exploited by any basically hostile monster unless it seems certain that more can be gained by other action. Be resigned to pay amounts in excess of the actual value received. As a player, you must earn what you gain. Negotiation usually gives you a chance to get on with the earning process, or live to come back and fight another day. Always be wary and use your wits, look at all facets of the situation, and then use your best judgment accordingly. In many cases a payment, bribe, toll, share or ransom fee will enable success or survival, and negotiation is a useful tool to the expert adventurer.

COMBAT

This broad heading covers all forms of attack and fighting. It includes clerical *turning undead*, *magical control*, *spell attacks*, *breath and gaze weapon attacks, magical device attacks, missile discharge,* and *melee* (hand-to-hand combat). Combat occurs when communication and negotiation are undesired or unsuccessful. The clever character does not attack first and ask questions (of self or monster) later, but every adventure will be likely to have combat for him or her at some point.

Turning Undead:

Clerics are empowered with the ability to turn away *undead* creatures, as well as certain lesser demons, devils, godlings and paladins through the power of their profession and holy/unholy symbols. The cleric's level of experience dictates the level of success he or she can expect to achieve in this action. As level of experience increases, the cleric is actually able to destroy undead by the power of his or her religion; or in the case of evil clerics, destroy or command to service such undead if they are of the same

alignment as the cleric, or neutral such as skeletons or zombies. Success also depends on opportunity, of course The cleric must be in a position to step before the undead, and he or she must have time to speak and hold forth the religious symbol in order to turn (or command) undead, and this of course precludes other spell activity.

Magical Control:

Magical control is given over certain creatures by means of potions, scrolls, rings and similar magical means. A potion ingested will allow a character a chance to control the actions of a dragon, a scroll read will prevent elementals from attacking, a ring will allow its wearer to command mammals. All such actions affect monsters encountered and are part of combat. Opportunity to employ the magical means of control must be available, so surprise, initiative, and melee situations must be considered. A potion cannot be found, opened and swallowed while a giant is beating upon the character with a club. A scroll cannot be read in the whirlwind of an air elemental's attack. And it is too late to command a hungry weasel not to attack when it is already feasting on prey!

Spell Combat:

Unless combat is spell versus spell, many such attacks will happen near the end of a melee round. This is because the spell requires a relatively lengthy time to cast, generally longer as spell level increases, so high level spells may take over a full melee round to cast. Furthermore, if the spell caster is struck, grabbed, or magically attacked (and fails to make the requisite saving throw — explained later), the spell will be spoiled and fail. Spell combat includes cleric and magic-user, as well as monster-oriented spells. Curative spells are handled likewise.

Breath Weapon Attacks:

Some creatures have *breath weapons* — notably dragons, gorgons, winter wolves, etc. — and some have *gaze weapons* — notably umber hulks, basilisks, medusae, catoblepas, etc. These attack forms will affect those in the area of breath effect or those upon whom the gaze falls. Precautions can be taken to avoid or minimize breath and gaze weapons' effects. Most allow the victim a saving throw which will reduce or negate the weapon effect if successful. These attack forms are speedy, and they will usually be unpreventable if the creature which generates them is alive when its action during a melee round occurs.

Magical Device Attacks:

Magical device attacks include rods, staves, wands, some rings, and a few other miscellaneous items. These devices are similar to breath and gaze attacks in that their area of effect is usually large and affects multiple creatures, saving throws apply, and the attack is quickly accomplished by pointing the device and discharging it.

Missile Discharge:

This aspect of combat includes catapult missiles, giant-hurled rocks, the discharge of spikes from a manticore's tail, throwing such things as flasks of oil, torches, vials of holy water, bottles of poison, magic weapons (*javelins of lightning*, fireball missiles from a necklace, etc.), poison spitting, the hurling of axes, hammers, javelins, spears, etc., and shooting sling missiles, arrows, bolts and so forth from slings and bows.

Melee Combat:

This form of fighting includes the use of hand-held weapons, natural weaponry (claws, horns, teeth, etc.), grappling, and special or magical touch attacks, i.e. poison, petrification, paralysis, energy level loss, etc. As with most other combat forms, the first "blow" will be struck by the side gaining initiative during the round. Surviving opponents will then be allowed their attacks. Note that *haste* and *slow* spells will have the effects heretofore mentioned. Fighters able to strike more than once during a round will attack once before opponents not able to do so, regardless of initiative, but if fighter and fighter melee, initiative tells. Position and weapon length will sometimes affect the order of attack in melee combat.

Participants in a melee can opt to attack, parry, fall back, or flee. *Attack* can be by weapon, bare hands, or grappling. *Parrying* disallows any return attack that round, but the strength "to hit" bonus is then subtracted from the opponent's "to hit" dice roll(s), so the character is less likely to be hit. *Falling back* is a retrograde move facing the opponent(s) and can be used

in conjunction with a parry, and opponent creatures are able to follow if not otherwise engaged. *Fleeing* means as rapid a withdrawal from combat as possible; while it exposes the character to rear attack at the time, subsequent attacks can only be made if the opponent is able to follow the fleeing character at equal or greater speed.

Example of Combat:

A party of 5 characters — a magic-user, a cleric, a thief, a human fighter, and a dwarf fighter surprise an illusionist with 20 orcs. The opponents are 30' distant, and the magic-user immediately begins casting a *sleep* spell. The cleric also prepares to cast a spell, *silence, 15' radius.* Meanwhile, the thief darts to the rear of the party to attempt to hide in the shadows and attack from behind when opportunity presents itself; the human fighter nocks an arrow and shoots it at the illusionist; and the dwarf hurls an axe. The surprise segment is over, and initiative is determined. The illusionist/orcs win initiative, and while the former begins a spell of his own, the latter rush to attack, hurling spears as they come. A spear hits the magic-user, so the *sleep* spell is spoiled. The orcs are attacked by the fighters, the cleric casts his spell upon the illusionist, and the magical *silence* both spoils his *prismatic spray* spell and enhances the chances for the thief's attack, for he is successfully slinking and sliding around in the shadows. Thus, after surprise and 1 melee round, the party has inflicted 2 hits upon the illusionist, spoiled his spell attack, and felled one orc and wounded another. They have taken 3 spear hits and had one of their spell attacks ruined.

Initiative is now checked for the second round. The illusionist/orcs again win initiative and attack first, 5 orcs going after each fighter to grapple, 6 rushing the magic-user, and 3 heading for the cleric. The fighters are pulled down, as is the magic-user, but the cleric avoids their grasp. The illusionist begins casting another spell, one which requires no verbal component; he does not hear the thief behind him. It is now the party's turn in the round. The cleric smites 1 of the onrushing orcs and kills it, and the thief stabs the illusionist from behind with his sword, killing him; the fighters and magic-user are held fast by orcs, so they can do nothing. Round 2 is over.

The initiative roll in the third round goes to the party. The cleric kills another orc, while the thief rushes at the orcs holding the nearest fighter. It is now the orcs' turn, and as their leader is dead and they still face 2 powerful opponents, they will check morale. It is probable that they will kill the pinned characters with dagger thrusts if their morale does not break, or that they will release the pinned characters and run away if their morale is bad.

COMBAT PROCEDURES

Most magical combat and breath weapons do not require the attacker to determine if the weapon hits, but the target creatures are allowed saving throws to see if they avoided the attack or at least partially negated it. Other attacks require a "to hit" dice roll by the attackers, and damage is always scored if the hit is made. A further saving throw might be required if the hit scored has other possible effects such as death due to poison, paralyzation, etc. Whether or not a hit is scored depends on the power of the attacker and the armor class of the defender Each of these topics is discussed below:

Saving Throw:

The chance to avoid or partially negate magical and breath attack forms is known as the save. (Note that magic items and even normal items and weapons must be saved for due to such attacks, falls or blows. Consider the fate of a cloak when exposed to dragon fire, a suit of magic armor struck by a lightning bolt, or a magic hammer flying through a cone of cold prior to striking its target.) Your Dungeon Master has tables which show the saving throw scores for these attack forms, by class of character, by level of experience in class. These base numbers are modified by the power of the attack, and by magical protections and character class and race.

Armor Class:

The type of armor worn, the inclusion of a shield, magical factors, and dexterity are inclusions in overall armor class. The size ratio is also important at times, i.e. a dwarf adds 4 factors to his armor class if his opponent is a giant. For example, splint mail is armor class 4, and if a shield is added the armor class becomes 3, but suppose it is a magical +1 shield; then armor class becomes 2 Now assume that the character has a

displacer cloak, so the armor class becomes 0, and furthermore, because the character has a 16 dexterity, a final bonus of +2 is given, and the armor class of this character is -2. If the character is a dwarf, a giant attempting to hit him or her would have to hit AC -6, because of the size differential penalty.

Now let us take this character through a few attacks. First the dwarf is engaged in melee against a band of 7 hobgoblins. His shield bonus is good only against a maximum of 3 opponents, so 4 hobgoblins would attack at armor class 0. Furthermore, as the dwarf can only see and react to opponents before him, these same 4 hobgoblins would also attack the dwarf without the latter getting dexterity bonuses, so their attacks would be against armor class 2. Similarly, if giants hurled boulders at the dwarf, rather than struck at him with their weapons, his dexterity and size bonuses would not accrue to him, so instead of AC -6, the boulders would attack a target with AC 0.

First Strike:

The 1 minute melee round assumes much activity — rushes, retreats, feints, parries, checks, and so on. Once during this period each combatant has the opportunity to get a real blow in. Usually this is indicated by initiative, but sometimes other circumstances will prevail. High level fighters get multiple blows per round, so they will usually strike first and last in a round. Slowed creatures always strike last. Hasted/speeded creatures strike first. A solid formation of creatures with long weapons will strike opponents with shorter weapons first, a rushing opponent will be struck first by a pole arm/spear set in its path. Your DM will adjudicate such matters with common sense. When important single combats occur, then dexterities and weapons factors will be used to determine the order and number of strikes in a round.

Weapon Factors:

You have already seen information regarding the damage each type of weapon does, how heavy each is, how long and how much space each needs, and each weapon's relative speed factor. The same charts also give relative efficiency against armor types. Your referee will use these factors in determination of melee combats by relating them to his Attack Matrices.

Monster Attack Damage:

Monsters with weapons will generally attack much as characters do. Those with natural weaponry such as claws, talons, teeth, fangs, tusks, horns, etc. will use the matrix for monster attacks. There are exceptions to both cases.

Attack and Saving Throw Matrices:

Your DM has matrices for each class of character by level groups, showing the scores required to hit the various sorts of armor and armor classifications. Normal men such as men-at-arms are always considered at level 0. Monsters are classed by their hit dice. All creatures use the same saving throw matrices; the modifier is relative class, i.e. fighter, thief, etc. Items save on a special matrix.

POISON

It is not generally possible to envenom a weapon. This is because the poison will not readily adhere to the blade or head of the weapon (and for purposes of the game widespread use of poison is highly undesirable in any event). However, let us suppose that your Dungeon Master will allow poisons as follows:

1. Poison potions discovered in an adventure can be used as missiles to be hurled into the maws of monsters or can be offered as "gift" potions to intelligent captors.

2. Missiles — arrows, bolts, darts, javelins, and spears — can be envenomed with a toxin sufficient to cause any creature hit by such a missile to make a saving throw versus poisoning or die. (Suppose that this poison is such that saving throws are made at +2 on the victim's die roll.)

3. Blades can likewise be coated with a toxic resin or similarly viscous fluid so as to make sword or axe strokes cause a poison saving throw to be made by the first creature initially struck by such a weapon.

With respect to the first case, the resolution of the matter is simply a checking of the appropriate tables to find if the potion hit the mouth, if the reaction caused the captor to taste the potion, etc.

With respect to the first case, the resolution of the matter is simply a checking of the appropriate tables to find if the potion hit the mouth, if the reaction caused the captor to taste the potion, etc.

The second and third cases, however, make it too easy for interesting play. Imagine: Party sees red dragon, party discharges a volley of poisoned missiles, monster dies, and party seizes dragon hoard. Therefore, the DM will typically make every character employing poisoned weapons check to see if they nick themselves handling their weapons, to determine what happens to missiles which fail to strike the opponent, etc. It is also likely that the DM will establish sanctions regarding the use of poisons on a continuing basis, i.e. characters of good alignment cannot use such toxic substances as it constitutes foul and unfair practice; or characters found with poisoned weapons will be immediately slain and their corpses burned and ashes scattered. In a similar vein, most communities view poisoning and poisons as highly undesirable due to the difficulty of protecting against ingestion of such fatal substances. Any individual (or group) making indiscriminate use of poison will have social pressure and/or legal action brought against him or her. For example:

The Thieves Guild is an accepted part of communal society, and so long as they contain their activities to cutting purses, picking pockets, burglarizing homes, waylaying late-night revelers, all is well. Then the guild decides to poison a whole establishment, a large gold smithing and jewelry making firm, in order to loot the entire place. Such activity would arouse the ire of the citizens, tradesmen, and city officials. Furthermore, the Assassins Guild will probably view the action as a threat to their existence and an infringement on their prerogatives as well. The socially unsanctioned use of poison would call to mind the use, usually accepted if not liked, of toxins by assassins. Premeditated murder, particularly on a grand scale, is likewise the exclusive precinct of the Assassins Guild. Taken in a lesser context, an individual employing an envenomed sword is calling unfavorable attention to the use of poisons, possibly confusing his or her role with that of a guild member, and so trespassing.

The upshot of this is to consult your DM with respect to the permissible usage of poisons. Keep in mind the principal reason for restriction of the use of poison — the game must offer challenge. If poison is limited or specially treated, you will understand and co-operate.
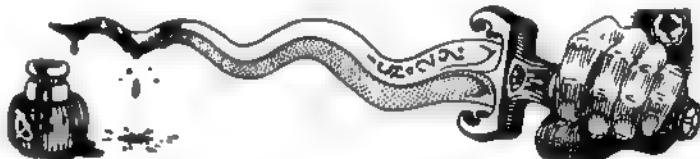
DAMAGE

Damage is meted out in hit points. If any creature reaches 0 or negative hit points, it is dead. Certain magical means will prevent actual death, particularly a ring of regeneration (cf. **MONSTER MANUAL**, Troll).

FALLING DAMAGE

Falling into pits, from ledges, down shafts, and so forth will certainly cause damage unless the fall is broken. While such falls could break limbs and other bones, it is probable that your referee will simply use a hit points damage computation based on 1d6 for each 10' of distance fallen to a maximum of 20d6, plus or minus adjustments for the surface fallen upon. This treatment gives characters a better survival chance, although it is not as "realistic" as systems to determine breaks, sprains, dislocations, internal organ damage, etc.

HEALING

There are numerous ways to restore lost hit points. The most mundane is by resting and allowing time to do the job. For each day of rest, 1 hit point of damage is restored. After 30 game days have passed, hit points accrue at the rate of 5 per day thereafter. The "laying on of hands" by paladins, spells, potions, and various magical devices will quickly restore many lost hit points. A wish spell can be used to restore lost hit points to several characters at once. Hit points can never exceed the total rolled for the character, plus bonuses.

EXPERIENCE

Experience is the measure of a character's ability in his or her chosen profession, the character's class. Each player character begins the campaign at 1st level with no experience points accumulated. Thereafter, as he or she completes adventures and returns to an established base of operations, the Dungeon Master will award experience points to the character for treasure gained and opponents captured or slain and for solving or overcoming problems through professional means. Characters with high scores in their major characteristic ability area might be entitled to an experience points bonus (see **CHARACTER ABILITIES**). When a sufficient number of experience points have been gained, the character will gain an experience level (see **CHARACTER CLASSES**). It is important to keep in mind that most humans and demi-humans are "0 level". They do not have the ability to gain experience levels. Player characters are unusual and superior.

Gaining experience points through the acquisition of gold pieces and by slaying monsters might be questioned by some individuals as non-representative of how an actual character would become more able in his or her class. Admittedly, this is so, if the existence of spell casting clerics, druids, magic-users, and illusionists is (unrealistically) granted; likewise, dwarven superheroes, paladins, elven thieves, half-orc assassins, and the like might gain real experience from altogether different sorts of activities. This is a game, however, a fantasy game, and suspension of disbelief is required if one can accept the existence of 12' tall giants, why not the rewarding of experience points for treasure gained? While praying and religious-oriented acts are more properly the activities for which a cleric would gain experience points, this is not the stuff of exciting swords & sorcery adventure. So too, fighters need physical training and weapons practice, magic-users long hours of study in tomes of arcane lore, and thieves the repetition of their manual skills and discernatory prowess; but none of this is suitable to gaming. It is, therefore, discarded and subsumed as taking place on a character's "off hours".

As a rule, one point of experience will be awarded for one gold piece gained by a character, with copper pieces, silver pieces, electrum pieces, platinum pieces, gems, jewelry, and like treasure being converted to a gold piece value. Magic items gained and retained have only a low experience point value, for they benefit the character through their use. Magic items gained and sold immediately are treated as gold pieces, the selling price bringing an award in experience on the stated one for one basis. Experience points awarded for treasure gained — monetary or magical — are modified downward if the guardian of the treasure (whether a monster, device, or obstacle, such as a secret door or maze) was generally weaker than the character who overcame it. A 4th level character versus a single orc is an overmatch, and only about 10% of the treasure value gained could count towards experience points; but if nine or ten orcs were involved, the experience points awarded would generally be on the one for one basis.

Monsters captured or slain always bring a full experience point award. Captured monsters ransomed or sold bring a gold piece: experience point ratio award. Monsters slain gain a set point award. Low hit point/dice monsters have a low experience point amount. Monsters with high hit point/dice have large experience point awards. Special abilities such as magic resistance, spell capability, gaze or breath weapons, regeneration, and the like also increase experience points amounts.

Finally, clerics' major aims are to use their spell abilities to aid during any given encounter, fighters aim to engage in combat, magic-users aim to cast spells, thieves aim to make gain by stealth, and monks aim to use their unusual talents to come to successful ends. If characters gain treasure by pursuit of their major aims, then they are generally entitled to a full share of earned experience points awarded by the DM.

Your DM will award your character(s) experience points as explained. He or she has detailed information respecting this subject, and a chart of experience points to be given for monsters slain, with bonus points shown for special abilities of monsters. After being awarded points, you will be expected to add any bonus due for high major characteristic ability, total the whole, and record the number of experience points now possessed by the character. Remember, character henchmen will gain only one-half of total experience. Your referee might require you to inform him or her of new experience point totals in order to keep records. This prevents any "fudging" on the part of over-zealous players.

SUCCESSFUL ADVENTURES

Few players are so skillful at fantasy role playing games as to not benefit from advice. Also, many readers will be new to this form, if not totally uninitiated. So what follows are some basic guidelines as to how good players approach the game, and as continued success tends towards even more achievement, those who play well might actually become great.

The most common form of **ADVANCED DUNGEONS & DRAGONS** play is the underground adventure, whether in dungeons, cave complexes, temple mazes and labyrinths, or whatever. The main thrust of this section will logically aim at improving play in just those sorts of settings. The outdoor and city adventure will be touched on thereafter. Now assume that a game is scheduled tomorrow, and you are going to get ready for it well in advance so as to have as much actual playing time as possible — no sense in spending precious adventuring minutes with the mundane preparations common to the game.

First get in touch with all those who will be included in the adventure, or if all are not available, at least talk to the better players so that you will be able to set an objective for the adventure. Whether the purpose is so simple as to discover a flight of stairs to the next lowest unexplored level or so difficult as to find and destroy an altar to an alien god, some firm objective should be established and then adhered to as strongly as possible. Note, however, that inflexibility or foolish stubbornness is often fatal. More about that a bit later.

Once the objective has been established, consider how well the party playing will suit the needs which it has engendered. Will the characters have the means of accomplishing the goal? Is it well-balanced, so that it can cope with typical problems expected in the fulfillment of the objective? Will it be necessary to find mercenary non-player characters or hire men-at-arms in order to give the party the necessary muscle? Is any special equipment needed? When agreement regarding these and any similar questions has been reached, each participant must ready his or her character, but preparations must be made with the welfare of the whole group in mind.

Co-operation amongst party members is a major key to success, particularly when the characters are relatively low-level. Later, when players have characters of 9th, 10th, or even higher level it will be a slightly different matter, for then some adventures will be with but one or two player characters participating, and the balance of the group will be made up of henchmen whose general co-operation is relatively assured. But to gain the upper levels, it is essential that a character survive, and survival at lower levels is usually dependent upon group action and team spirit. Co-operation must begin when the party prepares for the adventure and continue through safe return to base and division of spoils — including the special treatment required for any unfortunate characters cursed, diseased, maimed, or killed.

Each character has a selection of equipment which he or she will carry on the adventure. Particulars should be given to the party if any equipment is possibly redundant, newly conceived, or of possible special use considering the established goal for the adventure. In like manner, spells must be selected in co-operation with other spell-users in general, so that attack, defense, and assistance modes will be balanced properly and compliment the strengths and weaknesses of the party as a whole. Characters must know each other's strengths and weaknesses, physical and mental, in order to meet the problem posed with the correct character or combination thereof. Does the group have sufficient equipment of the elementary sort to meet both expected and unexpected challenges (ropes, spikes, poles, torches, oil, etc.)? Are we burdening ourselves with too much because of simple duplication (too many torches, everybody has a 10' pole, and so on)? Do we have as broad a spectrum of spells as possible so as to be able to have a good chance against the unexpected, considering the objective and what it requires in spells? Is there some magic item which one of the party members possesses that will be of special help, or general assurance of survival, in this adventure? All this should be done before play begins, for it is time consuming, and the readying of a party can require several hours if there are more than six characters involved.

At the same time preparations for the upcoming expedition are under way, each player should see that his or her character has made proper preparations as well. These preparations include the safety of henchmen and/or goods which are to remain behind, wealth safely hidden or placed, instructions as to what to do if the character fails to return left with a

trusted person, and a "will" of some sort written out so that the DM will not balk at the arrangements made to assure the smooth transition of goods to the devoted "relative" of the defunct character if those sore straits should ever come to pass.

With everything just about all set to go, a few more touches will be of great help. Assign formations for the group — 10' corridor, 20' corridor, door opening, and any other formation which your party might commonly assume. It is always a wise idea to have the very short characters in the front rank, elves and dwarves to the flanks, and at least one sturdy fighter in the rear if the party is sufficiently large. Draw these formations out on paper (possibly your referee will require copies for reference), identifying each character carefully. The leader who is to make decisions and give directions for the party must be in the front rank, or in the second rank if he or she is tall compared to the characters before. The leader should keep a sketch or trailing map as the adventure gets underway, and another member of the expedition should keep a carefully drawn map as well.

A word about mapping is in order. A map is very important because it helps assure that the party will be able to return to the surface. Minor mistakes are not very important. It makes no difference if there is a 20' error somewhere as long as the chart allows the group to find its way out! As it is possible that one copy of the party's map might be destroyed by mishap or monster, the double map is a good plan whenever possible — although some players have sufficiently trained recall so as to be able to find their way back with but small difficulty, and these individuals are a great boon to the group. If pursuit prevents mapping, always go in a set escape pattern if possible — left-straight-right-straight, etc. Such patterns are easy to reverse. In mazes always follow one wall or the other, left or right, and you will never get lost. If transported or otherwise lost, begin mapping on a fresh sheet of paper, and check for familiar or similar places as you go along. Never become despondent; fight until the very end.

When everything is all set, it will take only a very few minutes to organize the group for the adventure once time for actual play begins. Your referee will certainly appreciate this, for his or her enjoyment comes from adventuring, not from waiting for a party to get their act together. With your objective all set, it will also be a relatively quick trek to the "jumping off" area, as the expedition leader will be able to give clear and concise directions on how to get there to the DM, and that means there will be few monster dice, for the party is marching along quickly down known passages, not mapping or otherwise tarrying.

Avoid unnecessary encounters. This advice usually means the difference between success and failure when it is followed intelligently. Your party has an objective, and wandering monsters are something which stand between them and it. The easiest way to overcome such difficulties is to avoid the interposing or trailing creature if at all possible. Wandering monsters typically weaken the party through use of equipment and spells against them, and they also weaken the group by inflicting damage. Very few are going to be helpful; fewer still will have anything of any value to the party. Run first and ask questions later. In the same vein, shun encounters with creatures found to be dwelling permanently in the dungeon (as far as you can tell, that is) unless such creatures are part of the set objective or the monster stands between the group and the goal it has set out to gain. Do not be sidetracked. A good referee will have many ways to distract an expedition, many things to draw attention, but ignore them if at all possible. The mappers must note all such things, and another expedition might be in order another day to investigate or destroy something or some monster, but always stay with what was planned if at all possible, and wait for another day to handle the other matters. This not to say that something hanging like a ripe fruit ready to be plucked must be bypassed, but be relatively certain that what appears to be the case actually is. Likewise, there are times when objectives must be abandoned.

If the party becomes lost, the objective must immediately be changed to discovery of a way out. If the group becomes low on vital equipment or spells, it should turn back. The same is true if wounds and dead members have seriously weakened the group's strength. The old statement about running away to fight another day holds true in the game. It is a wise rule to follow.

On the other hand, if the party gains its set goal and is still quite strong, some other objectives can be established, and pursuit of them can then be followed. It is of utmost importance, however, to always carry slain members of the expedition with the party if at all possible, so even if but a lone character is lost, it is usually best to turn back and head for the surface.

Co-operation assumes mutual trust and confidence, and this is enhanced when members are certain that the survivors will do their best to see that any slain character is carried forth from the dungeon to be resurrected if at all possible. All members of the expedition should be ready and willing to part with any goods, money, and magic items in order to save lives. Failing that, each should be willing to fight to the death to assure the survival and success of the party. This will happen when mutual trust exists. What about evil alignment? selfish neutrals? unco-operative players?

Intelligent players of evil alignment will certainly be ready to help in order to further their own ends. This is not to say that they will be chummy with those of good alignment, but on a single expedition basis it is possible to arrange situations where they are very likely to desire to be helpful in order to benefit themselves and their cause. Generally evil characters, particularly chaotic evil ones, are prone to be troublesome and hurtful to the party. They should accordingly be shunned when possible. Selfish neutrals are similar to evil characters, but their price is usually easier to meet, and it is therefore easier to integrate them into an expedition which will depend on co-operation for success. The character of good alignment who is basically unco-operative — often acting as an evil or (selfish) neutral would — is another matter, for such players usually join under the pretense of being helpful and willing to act in the best interest of the party. Undoubtedly the best way to take care of such players is to expel them from the group as soon as circumstances permit. Do this as often as is necessary to either change the player's mind about co-operation, or until he or she becomes tired of having their characters consigned to oblivion because of their attitude.

So much for the underworld adventure. Most of what was said regarding successful expeditions there also applies to outdoor and city adventures as well. Preparation and mutual aid are keys to these sorts of adventures also. It is not usually possible to return to home base in the wilderness, but a place of refuge can be found and used in order to rebuild a party's strength. The party should avoid confrontations with monsters which are obviously superior and always seek to engage monsters at an advantage. City adventures are the toughest of all, for they are more difficult to plan and prepare for. Yet with care, and a careful adherence to co-operative principles, they can be successfully handled with the guidelines stated above. Setting out with an objective in mind, having sufficient force to gain it, and not drawing undue attention to the party in the course of accomplishing the goal should serve to bring such adventures to successful conclusion.

Superior play makes the game more enjoyable for all participants, DM and players alike. It allows more actual playing time. It makes play more interesting. The DM will have to respond to superior play by extending himself or herself to pose bigger and better problems for the party to solve. This in turn means more enjoyment for the players. Successful play means long-lived characters, characters who will steadily, if not rapidly, gain levels. You will find that such characters become like old friends, they become almost real. Characters with stories related about their exploits — be they cleverly wrought gains or narrow escapes — bring a sense of pride and accomplishment to their players, and each new success adds to the luster and fame thus engendered. The DM will likewise revel in telling of such exploits...just as surely as he or she will not enjoy stories which constantly relate the poor play of his or her group! Some characters will meet their doom, some will eventually retire in favor of a new character of a different class and/or alignment; but playing well is a reward unto itself, and old characters are often remembered with fondness and pride as well. If you believe that **ADVANCED DUNGEONS & DRAGONS** is a game worth playing, you will certainly find it doubly so if you play well.

APPENDICES

APPENDIX 1: PSIONICS

Psionics are various powers derived from the brain, and they enable characters so endowed to perform in ways which resemble magical abilities. If your DM opts to include psionic abilities in your campaign, they will be determined for humans (and possibly dwarves and halflings) as follows:

Characters with one or more unmodified intelligence, wisdom or charisma ability scores of 16 or higher *might* have psionic ability. Whether or not this ability is possessed is then determined by a dice roll using percentile dice. Any score of 00 (100%) indicates the ability exists. For each 1 point of intelligence above 16 add 2½ to the dice roll, for each 1 point of wisdom above 16 add 1½ to the dice roll, and for each 1 point of charisma above 16 add ½ to the dice roll (drop all fractions)

Example: A character has intelligence of 17, wisdom of 12, and charisma of 17. There are 2½ points to be added to the psionic potential roll because intelligence is 1 above 16, and ½ point for charisma 1 above 16, total 2½ + ½ = +3. The dice are rolled, and any score of 97 or greater indicates psionic ability exists in the character

If psionics are possessed, it is necessary to determine the ability (or strength) and the number of powers the character has. Psionics in no way affect the performance of the character in his or her chosen class, except as possible behavioral modifiers.

PSIONIC ABILITY

The psionically endowed character rolls percentile dice, adding 1 point to the total for each unmodified point of intelligence, wisdom and charisma score above 12. In addition, if 2 of these scores are above 16, the number of points is doubled, and if all 3 scores are above 16, the number of points is quadrupled. The base score (01-00 (100)) plus bonuses (1-72), if any, are added together. The total is the *psionic strength* of the individual; it is the strength for attack and for defense. *Psionic ability is double psionic strength*, i.e. 10 to 344. One-half of *psionic ability* is attack strength, one-half is defense strength.

Strengths can be used up in attack and defense during psionic combat and in employment of psionic powers. These expenditures are detailed later, as is how they can be regained. Once *psionic ability* is determined it can never change except due to brain injury (which will destroy it), or the acquisition of magical devices (which artificially alter it). Use of strength points, or regaining them, does not alter psionic ability.

PSIONIC POWERS

Psionic powers include *attack modes*, *defense modes*, and *disciplines* (the magic-like powers). The number of each power is determined by further dice rolls; attack/defense modes are selected by choice, disciplines by random selection.

Attack Modes:

Roll percentile dice, and consult the following table:

01-25	1 attack mode
26-50	2 attack modes
51-75	3 attack modes
76-95	4 attack modes
96-00	5 attack modes

Attack Mode	Point Cost per Usage	Short	Medium	Long
			Attack Range	
A. Psionic Blast	20	2″	4″	6″
B. Mind Thrust	4	3″	6″	9″
C. Ego Whip	7	4″	8″	12″
D Id Insinuation	10	6″	12″	18″
E. Psychic Crush	14	5″	-	-

Psionic Blast is a wave of brain force, in effect much like "stunning news" to the mind. It is costly in attack point expenditure, but it is the only psionic attack which can affect non-psionic creatures. The attack is a cone-shaped

wave of force ½″ diameter at its source and 2″ diameter at its terminus (6″ distance).

Mind Thrust is a stabbing attack which seeks to short the synapses of the defender. The attack is individual.

Ego Whip attacks the ego, either by feelings of inferiority and worthlessness or by superiority and megalomania. The attack affects but a single creature

Id Insinuation seeks to loose the uncontrolled subconscious mind of the defender, pitting it against the super-ego. The attack affects all psionically aware creatures in a 2″ × 2″ area within attack range.

Psychic Crush is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals. This mode of attack affects but one defender. If it is used the user may defend with only mode G, *Thought Shield*, or have no defense at all.

Point Cost per Usage: This shows the number of psionic attack points of strength which the attacker must expend in using the attack mode.

Attack Range: This table shows the various distances at which the various attack modes will function. Effects of attacks are reduced at medium and long ranges.

If all attack points are expended, or too few remain to use any attack mode listed, the creature may defend only.

Defense Modes:

Roll percentile dice and consult the following table:

01-25	2 defense modes
26-75	3 defense modes
76-90	4 defense modes
91-00	5 defense modes

Defense Mode	Point Cost per Usage	Area Protected
F. Mind Blank	1	Individual only
G. Thought Shield	2	Individual only
H. Mental Barrier	3	Individual only
I. Intellect Fortress	8	10'r. of individual
J. Tower of Iron Will	10	3'r. of individual

The individual must always have defense mode F. Others are optionally selected.

Mind Blank attempts to hide the mind from attack, making its parts unidentifiable.

Thought Shield cloaks the mind so as to hide first one part, then another. This defense can be kept up at all times, unlike the others.

Mental Barrier is a carefully built thought repetition wall which exposes only that small area.

Intellect Fortress is a defense which calls forth the powers of the ego and super-ego to stop attacks.

Tower of Iron Will relies only upon the super-ego to build an unassailable haven for the brain.

Point Cost per Usage: This shows the number of psionic defense points of strength which the attacker must expend to use the defense mode when under psionic attack

Area Protected: If the defense mode has an area of protection beyond the individual, it offers its defense, or the defense used by any individual within its radius, whichever is better. Suppose 3 psionics are defending in a group; the first puts up defense mode F, another I, and the third puts up J. The first selects from defense modes F, I or J; the other two from either I or J, whichever does the most efficient job of damage reduction. Non-

psionics in the area are given +2 by an *Intellect Fortress*, +6 by a *Tower of Iron Will*, on saving throws versus *Psionic Blast*.

If all defense points are expended, the individual has NO defense and can be attacked on a special combat table which offers the possibility of stunning, mental wounding or crippling, and death as well as loss of psionic strength points.

PSIONIC DISCIPLINES

The psionically endowed character determines how many disciplines he or she is able to exercise by use of the following table (one roll of percentile dice):

Die Score	Number of Disciplines	
	Minor	Major
01-10	1	0
11-25	2	0
26-40	3	0
41-55	2	1
56-70	3	1
71-80	4	1
81-90	3	2
91-95	5	1
96-00	4	2

Once the number of disciplines possessed is known, the character determines by random die rolling which disciplines he or she knows. If the same one is indicated a second time, simply re-roll until a different one is indicated. Only a few are excluded to certain classes. Only one discipline (minor) can immediately be gained, with one additional discipline (all minor first) gained with the acquisition of each 2 additional levels of experience in the character's profession.

Note that the employment of these powers costs psionic strength points, the equivalent of 1 point each of attack and defense points.

TABLE OF PSIONIC DISCIPLINES

Minor (Devotions) (d12, d6)	Major (Sciences) (d20)
1. Animal Telepathy	Astral Projection
2. Body Equilibrium	Aura Alteration
3. Body Weaponry (excludes magic-users)	Body Control
4. Cell Adjustment	Dimension Door
5. Clairaudience	Dimension Walk
6. Clairvoyance	Energy Control
7. Detection of Good or Evil	Ethereallness
8. Detection of Magic	Mass Domination (excludes thieves)
9. Domination (excludes thieves)	Mind Bar
10. Empathy (excludes fighters)	Molecular Manipulation
11. ESP	Molecular Rearrangement
12. Expansion (excludes clerics)	Probability Travel
13. Hypnosis	Telekinesis
14. Invisibility	Telempathic Projection (excludes fighters)
15. Levitation	Telepathy
16. Mind Over Body	Telepathic Projection
17. Molecular Agitation	Teleportation
18. Object Reading (excludes thieves)	Shape Alteration
19. Precognition	Roll again (or select one*)
20. Reduction (excludes clerics)	Roll again (or get two minors ones*)
21. Sensitivity to Psychic Impressions	
22. Suspend Animation	*Consult your referee for his ruling
23. Roll again (or select one*)	on this.
24. Roll again (or select one*)	

The level of mastery of any discipline equals the level of experience of the character who possesses it unless otherwise specified.

MINOR DEVOTIONS

Animal Telepathy

Range: *Special*
Duration: *Time of Concentration*
Strength Point Cost: *1/round*
Saving Throw: None

Area of Effect: *1" wide directional path*

Explanation/Description: This discipline allows the possessor to communicate with various forms of living things, the type of animal life and the range determined by the level of mastery of the possessor. *Animal telepathy* allows clear communication but no command or influence beyond the possessor's own persuasiveness. The discipline operates as follows:

Level of Mastery	Range	Type of Animal Life which can be Communicated with
first	6" + 1"/level	mammals
third	5" + 1"/level	marsupials, et. al.
fifth	3" + 1"/level	avians
sixth	2" + 1"/level	reptiles
seventh	1" + 1"/level	amphibians
eighth	1"/level	fish and similar creatures
tenth	2" + 1"/2levels	arachnids and myriapodae
twelfth	1" + 1"/2 levels	"monsters"
fourteenth+	1"/2 levels	plants

Search for creatures can be made at the rate of one path of area (1" width × range) per round.

Body Equilibrium

Range: 0
Duration: *Time of concentration*
Area of Effect: *Individual*
Strength Point Cost: *1/round*
Saving Throw. None

Explanation/Description: This discipline allows the user to adjust the weight of his or her body to correspond with the surface upon which he or she is. Thus, the possessor can walk upon water, quicksand, mud or whatever. With respect to falling, this discipline has the effect of the magic-user spell, *feather fall* (q.v.).

Body Weaponry

Range: 0
Duration: *Time of concentration*
Area of Effect: *Individual*
Strength Point Cost: *1/round*
Saving Throw: None

Explanation/Description: The *body weaponry* discipline allows the possessor to use his or her body as both weapon and armor by altering the molecules in the body as needed. The table below shows the equivalent armor class and weapon according to the level of mastery. Note the class distinctions.

Level of Mastery	Armor Class for			Weapon Equivalent
	Cleric	Fighter	Thief	
first	9	9	9	club
second	8	8	8	dagger
third	7	7	7	axe, hand
fourth	6	6	7	mace
fifth	5	5	6	axe, battle
sixth	4	4	5	morning-star*
seventh	3	3	5	sword, broad
eighth	3	2	4	sword, long
ninth	2	1	4	sword, long +1**
tenth	2	1	3	sword, long +2
eleventh	1	0	3	sword, long +3
twelfth +	1	0	2	sword, long +4

* maximum weapon equivalent for a thief
** maximum weapon equivalent for a cleric

If the psionic wears armor and uses weapons, the *body weaponry* factors do not apply during that period, but are not otherwise affected.

Cell Adjustment

Range: 0
Duration: *Permanent*
Area of Effect: *Creature touched*
Strength Point Cost: *Special*
Saving Throw: None

Explanation/Description: By means of psionic attunement to the cells of an

injured creature, the possessor of this ability is able to heal wounds at a strength point cost of 1 per hit point of wounds healed, or cure diseases at a strength point cost of 20 for a mild, early stage disease (and up to 70 for an advanced stage of plague or leprosy). The maximum healing/curing ability depends upon the class of the psionic and his or her level of mastery:

Cleric — 5 points/level
Fighter — 4 points/level
Magic-User — 3 points/level
Thief — 2 points/level

Clairaudience

Range: *Special*
Duration: *Time of Concentration*
Area of Effect: *Special*

Strength Point Cost: *5/round*
Saving Throw: *None*

Explanation/Description: This discipline is the same as the magic-user spell, clairaudience (q.v.), except that unknown areas up to 30' distant can be scanned

Clairvoyance

Range: *Special*
Duration: *Time of Concentration*
Area of Effect: *Special*

Strength Point Cost: *5/round*
Saving Throw: *None*

Explanation/Description: This discipline is the same as the magic-user spell, clairvoyance (q.v.), except that unknown areas up to 20' distant can be scanned.

Detection of Good/Evil

Range: *3"*
Duration: *Time of Concentration*
Area of Effect: *One creature or object*

Strength Point Cost: *2/round*
Saving Throw: *Special*

Explanation/Description: By means of this discipline the aura of creatures and objects can be viewed. As level of mastery goes up, the aura of objects becomes more visible. An unsuccessful attempt at reading an aura means it cannot be discerned, and further attempts cannot be made until reaching the next level of mastery. Note the chart below:

Level	Chance for Aura Reading		
of Mastery	Creature	Exact Alignment	Object
first	30%	0%	5%
second	40%	5%	10%
third	50%	10%	15%
fourth	60%	15%	20%
sixth	70%	25%	35%
eighth	80%	35%	50%
tenth	90%	45%	65%
twelfth	100%	55%	80%
fourteenth	100%	65%	95%

Creatures above 14th level/hit dice are entitled to a saving throw versus magic with regard to determination of their exact alignment.

Detection of Magic

Range: *3"*
Duration: *Time of Concentration*
Area of Effect: *½" wide path*

Strength Point Cost: *3/round*
Saving Throw: *None*

Explanation/Description: This discipline allows detection of the aural force of magic and also the type of spell (abjuration, conjuration/summoning, etc.) or magic which has been detected. Determination of type of magic is 5% per level of mastery of the psionic, i.e. at 5th mastery level there is a 25% chance.

Domination

Range: *3"*
Duration: *Time of Concentration*
Area of Effect: *One creature*

Strength Point Cost: *Special*
Saving Throw: *Neg.*

Explanation/Description: By exercise of the discipline of domination, the psionic forces the mind of another creature to accept signals from his or her own brain, thus causing the former to do his or her will. Contacting the mind to be dominated costs 5 strength points, and the creature must then save versus magic. If the saving throw is not made, the psionic must then expend additional points equal to the dominated creature's level/hit dice (treat + 1 to + 4 on the creature's hit dice as 1 additional hit die, +5 or more as 2 additional hit dice, with respect only to races of creatures not classed as character races) for each round the creature is controlled. Furthermore, if the creature dominated is forced to do something totally against its nature or self-destructive, the expenditure of strength points is doubled or trebled accordingly.

Empathy

Range: *1"/level of mastery*
Duration: *1 turn/use*
Area of Effect: *1" wide path*

Strength Point Cost: *3/use*
Saving Throw: *None*

Explanation/Description: This discipline allows the basic needs, drives and/or emotions generated by any unshielded sentient mind to be sensed by the possessor of the psionic power. Thus, he or she can sense thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love and like emotions. The discipline functions in a directional path determined by the direction in which the possessor is facing.

▪▪

Range: *9"*
Duration: *Time of Concentration*
Area of Effect: *1" wide path*

Strength Point Cost: *2/round*
Saving Throw: *None*

Explanation/Description: This discipline allows the user to "tune in" to the unshielded thoughts of the minds of any creatures within range when the power is employed. In most respects it is identical to the magic-user spell, ESP (q.v.). Thoughts received in non-understood languages will be meaningless. Non-intelligent creatures will transmit "pictures" or raw drives.

Expansion

Range: *0*
Duration: *1 turn/level of mastery*
Area of Effect: *Individual*

Strength Point Cost: *5/round*
Saving Throw: *None*

Explanation/Description: Expansion allows the psionic to cause his or her body to become larger in size, with proportionate increase in mass and strength. This increase is limited to a maximum of 1' growth per level of mastery of the discipline. With each 1' growth the possessor gains +1 on hit points of damage. Compare the table below:

Level of Mastery	Maximum Height Increase	Damage Bonus	Strength Equivalent
first	1'	+ 1	(17)
second	2'	+ 2	(18)
third	3'	+ 3	(18/51)
fourth	4'	+ 4	(18/76)
fifth	5'	+ 5	(18/91)
sixth	6'	+ 6	(18/00) ogre
seventh	7'	+ 7	hill giant
eighth	8'	+ 8	stone giant
ninth	9'	+ 9	frost giant
tenth	10'	+10	fire giant
eleventh	11'	+11	cloud giant
twelfth	12'	+12	storm giant

If the possessor of this discipline already has strength equal to that gained by growth, there is no bonus.

Note that apparel worn can be caused to expand with the body, as can weapons used, but magical items so treated have a 5% chance of being destroyed (d20, 1 in 20).

Hypnosis

Range: *3"*
Duration: *Special*

Strength Point Cost: *Special*
Saving Throw: *Special*

Area of Effect: *One level/hit die per
level of mastery cumulative*

Explanation/Description: This discipline is similar to *suggestion* and *charm person/charm monster* spells (qq.v.). It affects only creatures with intelligence greater than 7 and less than 17, i.e. the stupid and unusually bright are not subject to hypnosis. By employing this discipline, the psionic is able to instruct the creature as to a course of action which seems reasonable — no orders to kill self, friends, associates, etc. — and plant a post-hypnotic suggestion as well, the latter having a 5% per day cumulative chance of wearing off and not affecting the creature in whose mind it was implanted. Hypnosis affects 1 level or hit die of creatures per level of mastery of the possessor. Thus at 1st level of mastery but a single 1st level character or monster with up to 1 hit die can be *hypnotized*; but at 2nd level 2 additional effect levels are added, so up to 3 levels/hit dice can be hypnotized:

Level of Mastery	Levels/Hit Dice Affected
first	1 = 1
second	1 + 2 = 3
third	1 + 2 + 3 = 6
fourth	1 + 2 + 3 + 4 = 10
fifth	1 + 2 + 3 + 4 + 5 = 15
..etc	

The strength point cost is 1 per level/hit die hypnotized. Creatures with 15 or 16 intelligence or over 10th level/10 hit dice are entitled to a saving throw versus magic; if it is successful, the hypnosis has no effect.

Invisibility

Range: 0
Duration: *1 turn/expenditure*
Area of Effect: *One level/hit die per
level of mastery cumulative*

Strength Point Cost: *3/turn*
Saving Throw: *None*

Explanation/Description: This discipline closely resembles the *invisibility* spell (q.v.), but it is weaker in some ways, more powerful in others. It enables the possessor to become invisible to creatures with only as many levels or hit dice as the psionic has cumulative levels of mastery: 1 at 1st level, 1 + 2 at 2nd level, 1 + 2 + 3 at 3rd level, etc. However, psionic *invisibility* cannot be detected by any form of magic, only a *mind bar* being able to prevent the power from operating with respect to that particular creature, for this power affects minds, not light waves or similar physical manifestations.

Levitation

Range: 0
Duration: *1 turn/level of mastery*
Area of Effect: *Individual*

Strength Point Cost: *3/turn*
Saving Throw: *None*

Explanation/Description: This discipline is similar to the magic-user spell, *levitation* (q.v.). Levitation need not be exercised in a continuous period, i.e. a 1st level psionic can use the discipline on multiple occasions so long as the total duration of all uses together is 1 turn or less.

Mind Over Body

Range: 0
Duration: *2 days/level of mastery*
Area of Effect: *Individual*

Strength Point Cost: *5/day*
Saving Throw: *None*

Explanation/Description: This discipline allows the possessor to suppress or mentally satisfy the need for water, food, rest and/or sleep. For each level of mastery, the psionic can use the discipline for up to 2 consecutive days, so at 2nd level, he or she can go 4 days without water, food, rest or sleep; at third level 6 days, etc. At some point, however, the possessor must spend an equal number of days of complete rest so as to restore this power. While the individual is not harmed, the discipline cannot be used again until complete rest is taken.

Molecular Agitation

Range: *Sight*
Duration: *Special*
Area of Effect: *One item or creature*

Strength Point Cost: *1/round*
Saving Throw: *None*

Explanation/Description: The power of *molecular agitation* enables the possessor to cause the molecules of an item to move more rapidly than is normal. Although only a small number of molecules can be so moved, continued exercise of the ability will have the following effects after 10 rounds:

Type of Material	Molecular Agitation Effect
paper, parchment, straw	aflame, burning brightly
dry wood, heavy cloth	scorching and smouldering
water, wine	boiling (if a small amount)
flesh	blistering*
metal	hot to touch**

*each round thereafter the victim will sustain 1 hit point of damage, cumulative, 1 that round, 2 the next, 3 the next, etc.

**at this point the effect is the same as the druid spell, *heat metal* (q.v.).

While the amount of material that the psionic can affect by molecular agitation does not appreciably increase, the time requirement does shorten by 1 round per level of mastery, so that at 10th level and beyond, the molecular agitation effect shown above requires only 1 round to achieve. Note that the item affected must be in the view (clairvoyance included) of the psionic individual.

Object Reading

Range: *Touch*
Duration: *1 round*
Area: *Object touched*

Strength Point Cost: *1/round*
Saving Throw: *None*

Explanation/Description: This ability enables the possessor to detect psychic impressions left on an object by its previous owner. Thus, by handling an artifact found in a dungeon, the psionic would possibly be able to tell its owner's race, alignment and probably fate. If the object had a long and legendary history he would have visions of its past, back through history. Not all objects (and certainly not all magical objects) give off these impressions, however.

Precognition

Range: 0
Duration: *Special*
Area of Effect: *Special*

Strength Point Cost: *Special*
Saving Throw: *None*

Explanation/Description: The discipline of *precognition* is the ability to estimate the best probable course of action, or to estimate the probable outcome of an undertaking; this power applies only to the relatively immediate future. Estimation becomes more accurate with increased levels of possessing the ability, providing the number of unknown factors remains constant. Precognition accuracy is also a factor of combined intelligence and wisdom scores:

Total Intelligence and Wisdom Scores	Precognition Probability by Difficulty		
	Low	Medium	High
under 30	40%	30%	20%
30-33	50%	35%	25%
34-35	65%	45%	35%
36 & up	70%	50%	40%

For every level the ability is possessed, the probability of being able to correctly precognate goes up by a percentage equal to the level (2 levels equals 2%, 3 levels equals 3%, etc.) but never beyond a maximum precognition probability of 90%. The expenditure of psionic strength is directly related to the number of unknown factors which must be ascertained, i.e. if there are six basically solvable unknown factors then it costs 6 points, and the cost is not known to the individual precognating until after the fact. (In order to precognate the results of a melee, for example, each attack must be made and counted as an unknown, and in a melee with several individuals involved with several monsters, the cost per melee round could easily be 10 or more points.) If the psionically endowed individual has insufficient points to completely precognate, then the precognition ceases at the point when he has no longer any strength to continue. Time is also a factor of precognating — a short duration means a typically low difficulty factor. If 1-4 turns is considered a short time, 5-30 turns is of medial difficulty, and anything beyond 30 turns (5 hours) becomes a high difficulty precognition, however, unknown factors will alter this rule, so that a short time precognition with many (basically

unsolvable) unknowns becomes a high difficulty precognition. N.B. Precognition relies entirely upon the referee, and he will exercise utmost care in handling this ability usage.

Reduction

Range: 0
Duration: 1 turn/level of mastery
Area of Effect: Individual

Strength Point Cost: 2/turn
Saving Throw: None

Explanation/Description: Reduction is the discipline which allows the possessor to alter his or her body size so as to make it up to 1' shorter (and accordingly less massive) per level of mastery. After fifth level of mastery, size reduction is 50% of the remainder per level, so if a human 6' tall was at 7th level of mastery, he or she could reduce body size to 3 inches (-1' per level to 5th, 50% of 1' at 6th, and 50% of ½' at 7th), to 1½ inches at 8th level, 3/4 inches at 9th, 3/8 inches at 10th, etc.

Suspend Animation

Range: 0
Duration: Special
Area of Effect: Individual

Strength Point Cost: 6
Saving Throw: None

Explanation/Description: This discipline allows the possessor to virtually cease all life functions (as far as any but minute examination can determine, the individual is dead). The psionic is able to program his or her body to awaken again after a set period of time has elapsed, so normal functions will then resume. With each level of mastery of this ability the individual is able to suspend animation for 1 week per level cumulative (1 week during the 1st level of possession, 3 weeks during the 2nd level of possession, etc.) The sleeping individual cannot be awakened before the time he or she has "set" himself or herself to reawaken. For each week spent in suspended animation, the individual must spend one day of normal activity before being able to return to suspended animation. Air is not needed, and temperatures can be as low as 35 degrees Farenheit

Sensitivity to Psychic Impressions

Range: 2" sphere
Duration: 1 round
Area: 1" to every side

Strength Point Cost: 1/round
Saving Throw: None

Explanation/Description: Deaths and other highly dramatic events leave a "psychic residue" in the very earth and stones where they occur which may last for centuries. The possessor of this ability can sense emotions, perhaps see momentary visions, of those who have died or suffered some powerful emotion in a place just by standing in it for a moment.

MAJOR SCIENCES

Astral Projection

Range: Special
Duration: Special
Area of Effect: Individual

Strength Point Cost: 10
Saving Throw: None

Explanation/Description: This discipline is very similar to the cleric astral spell (q.v.). Only the psionic individual can use this power to travel, however, unlike the magic astral spell. For information on astral travel see **APPENDIX IV, THE KNOWN PLANES OF EXISTENCE.**

Aura Alteration

Range: Touch
Duration: Special
Area of Effect: Individual

Strength Point Cost: Special
Saving Throw: None

Explanation/Description: Aura alteration is a power which can be used two different ways: it can be used to change the personal aura of the individual (to disguise true alignment and show one which is different from the actual) or it can be used to recognize and alter unfavorable (cursed, geased, or quested) aura in another. The strength point cost for the former application is 10 points per factor change (good/evil, evil/good, neutral/evil, evil/neutral, neutral/good, good/neutral, lawful/chaotic, chaotic/lawful, etc.). A neutral character wishing to

appear as neutral evil would pay 10 strength points, but a change to chaotic evil would cost 20. Such alteration lasts 6 turns. The latter application of aura alteration allows curses, geases and quests to be removed. The strength point cost to recognize the aura is:

Aura	Strength Point Cost
curse	¼ point/level of curse
geas	½ point/level of magic-user
quest	1 point/level of cleric

(round all fractions up to the nearest whole number)

Actual removal of the undesired aura costs 8 times the recognition cost.

Body Control

Range: 0
Duration: 1 turn/level of mastery
Area of Effect: Individual

Strength Point Cost: 2/turn
Saving Throw: None

Explanation/Description: This devotion allows the possessor to exist in hostile environments or elements or withstand substances or radiations destructive to his or her body, viz. cold, heat, poisonous gases, acids, flame, etc. For each level of mastery the possessor can withstand what would normally inflict 1 hit die of damage to his or her body in a single exposure. Thus, at 2nd level of mastery burning oil would not affect the individual. The duration of such body control is 1 turn maximum for each level of mastery. For example, the 2nd level of mastery psionic mentioned above could withstand burning oil for 2 turns. This discipline allows breathing under water at 1st level.

Dimension Door

Range: 0
Duration: Instantaneous
Area of Effect: Individual

Strength Point Cost: 10
Saving Throw: None

Explanation/Description: This psionic power is basically the same as the magic-user spell, dimension door (q.v.).

Dimension Walk

Range: 0
Duration: Time of concentration
Area of Effect: Individual

Strength Point Cost: 1/turn
Saving Throw: None

Explanation/Description: Dimension walk is the name for the psionic discipline which enables the possessor to move through the dimensions, by inter-dimensional travel, rather than along them Thus great distances can be covered in short periods of time. The base distance covered by 1 turn of dimension walking is 7 leagues, i.e. 10 minutes of travelling time for 21 miles. However, this mode of travel is difficult for the inexperienced, and even misleading to some experienced travelers. There is a 10% chance that the walker will go in the wrong direction, the opposite of that desired. This 10% is reduced by 1% for every level of mastery of the science above the 1st, to a minimum risk of 1% at 10th level, but there is always that 1% chance of going in the wrong direction. Furthermore, dimension walking is always a journey fraught with missteps, and this causes differences in the time required to travel the desired distance; usually longer at low mastery levels but sometimes shorter at high levels of mastery. Each level of mastery is based on 700 leagues of travel.

Level of Mastery	Time Alteration %				
	01-20	21-45	46-75	76-90	91-00
first, second	+200	+150	+50	0	0
third through fifth	+150	+100	+25	0	0
sixth, seventh	+100	+50	+10	0	0
eighth	+50	+25	0	0	-10
ninth	+25	+10	0	-10	-25
tenth	+10	0	0	-25	-50

Percentile dice are rolled at journey's end. Whether the traveller went in the wrong direction or not, the dice are rolled to determine the alteration

in the time required to travel the desired distance. Example: the psionic individual is at 4th level of mastery and desires to *dimension walk* to an island 600 miles distant (east). The distance of 600 miles is 200 leagues, or about 29 turns travel time. The 2d20 are rolled twice, once to see if the character went the wrong direction (7% chance to go west), once to see how long the trip actually took — a result of 38 in this case indicates that the trip was 100% longer than the base rate, so it took 58 turns (580 minutes, or 9 hours and 40 minutes). No hostile encounters occur during *dimension walks*.

Energy Control

Range: 0	Strength Point Cost: *Special*
Duration: *Special*	Saving Throw: *None*
Area of Effect: *10' radius of individual*	

Explanation/Description. This science allows the possessor to channel energies directed at or in the presence of his or her body so as to make such energies harmless or dissipate them. If a spell or energy weapon (fiery breath, lightning, cold, etc.) is directed towards the psionic individual's area, it will not harm him or her provided the individual expends 1 strength point per spell level (or die of damage normally delivered by the energy).

Etherealness

Range: 0	Strength Point Cost: *6/turn*
Duration: *Time of Concentration*	Saving Throw: *None*
Area of Effect: *Individual + Special*	

Explanation/Description: This discipline enables the psionic to shift his material body to an ethereal state. At each level of mastery the possessor of this ability is also able to cause up to 50 gold pieces weight of material which he or she is touching to likewise become *ethereal*, i.e. 50 g.p. weight at 1st level of mastery, 100 g.p. weight at 2nd, 150 at 3rd, etc. The *ethereal* individual is able to function on the *Ethereal Plane*. (For details of this see **APPENDIX IV: THE KNOWN PLANES OF EXISTENCE.**) He or she can likewise alter bodily vibrations to materialize in the various planes touched by the *Ethereal* (the *Elemental* and *Positive* and *Negative Material Planes*).

Mass Domination

Range: 3"	Strength Point Cost: *Special*
Duration: *Special*	Saving Throw: *Neg.*
Area of Effect: *Special*	

Explanation/Description: *Mass domination* is the power of being able to dominate (see **MINOR DEVOTIONS**, *Domination*) up to 5 creatures at one time and to do so for extended periods of time. At each level of mastery, the possessor of this ability is able to use the power of an additional level/hit die creature, i.e. at 1st level of mastery the power affects up to 5 creatures of 2nd level or 2 hit dice, etc. *Mass domination* lasts for 5 turns per level of mastery of the psionic exercising the science. It requires 10 strength points to contact the minds to be dominated, and 1 additional strength point per level/hit die of creatures dominated to establish the command. Thereafter, there is no additional expenditure of strength while the duration of the domination lasts. Creatures under a *mass domination* attempt are entitled to a saving throw versus magic to determine if the power affects them. Such saving throws are made at -4 on the dice. Reduce the period of domination by 1 turn for every point of intelligence, wisdom, and/or charisma over 14 possessed by each affected creature. Creatures under the influence of *mass domination* will never act in any manner which is obviously self-destructive or against their basic nature.

Mind Bar

Range: 0	Strength Point Cost: *5/day*
Duration: *As set by individual*	Saving Throw: *Special*
Area of Effect: *Individual*	

Explanation/Description. The science of constructing a *mind bar* protects the individual from such magical attacks as *charm, confusion, ESP, fear, feeblemind, magic jar, sleep, suggestion*. It prevents the possessor from suffering telepathic influence or possession by such creatures as demons or devils. Psionic (or magical) powers of *domination* (any form), *empathy, hypnosis*, or *telepathy* do not work against an individual with a *mind bar*; and he or she can see a psionic trying to use the discipline of *invisibility*. A *mind bar* can be placed upon the physical body while astrally projecting. The chance for success of a *mind bar* is 10% per level of mastery, i.e. 100%

at 10th level. At 11th level of mastery and beyond, there is a 10% per level chance that the possessor of this power will be able to locate the source of any attack upon his or her mind the instant it is made, and this includes psionic attacks, as well as attempts to *magic jar* or possess him or her (in the two latter cases this means identification of the magic jar or amulet of the being attempting the attack!).

Molecular Manipulation

Range: 1"	Strength Point Cost: 50
Duration: *Permanent*	Saving Throw: *None*
Area of Effect: *Special*	

Explanation/Description: By exercise of this science, the possessor is able to alter the molecular arrangement of an item so as to make it weak and fragile and easily broken. The ability increases with each level of mastery as shown below.

Level of Mastery	Able to Manipulate the Equivalent of
first	thin cord
second	thick cord, leather thong
third	thick rope, leather strap, thin wire
fourth	thick wire, 1/12' thick wooden board
fifth	light iron chain, 1/6' thick wooden board
sixth	heavy iron chain, light steel chain
seventh	stock and shackles, 1' thick wooden board
eighth	iron bar of 1/12' diameter, heavy steel chain
ninth	iron bar of 1/6' diameter, steel bar of 1/12' diameter
tenth	2' thick stone wall (man-sized hole)
eleventh	magical chain armor, magical dagger
twelfth	magical splint armor, magical mace
thirteenth	magical shield, magical axe or flail
fourteenth	magical plate armor, magical sword

The science requires 1 round to exercise the *molecular manipulation*. All magical items so attacked are entitled to a saving throw versus magical fire, with each basic +1 giving the item +1 on the saving throw dice.

Molecular Rearrangement

Range: *Touch*	Strength Point Cost. *Special*
Duration: *Permanent*	Saving Throw: *None*
Area of Effect: *Special*	

Explanation/Description: This science allows the possessor to rearrange the molecules of metals so as to transmute one to another. Up to 10 gold piece weight of metal can be transmuted per level of mastery. The change, however, is dependent upon the relative softness of the metals involved, and the level of mastery of the psionic as well.

Level of Mastery	Metals Which can be Affected
first through third	gold, lead, and others very soft
fourth through sixth	copper, silver, tin, zinc, et. al. (brass)
seventh through ninth	platinum, nickel, iron, et. al. (bronze)
tenth through twelfth	steel
thirteenth through fifteenth	Mithril, steel alloys
sixteenth and up	adamantite

The cost is 1 strength point per gold piece weight changed. This science is so demanding that it can be exercised only once per month.

Probability Travel

Range. 0	Strength Point Cost. *Special*
Duration: *Special*	Saving Throw: *None*
Area of Effect: *Special*	

Explanation/Description: *Probability travel* is a form of *astral projection*, but it actually brings the body of the *probability traveller*, and possibly 1 or more others, to the planes outside the *Prime Material*. When this science is exercised, the individual is able to cross into parallel worlds or various planes, including those normally reached by the *Ethereal Plane*, as that plane can be reached and then used to get to those it touches upon. The cost is 10 strength points per world or plane entered or crossed. At 5th level of mastery the possessor can bring up to 2 other persons with him or her at an additional strength point expenditure of 5 points per person per world or plane; and at 10th level up to 8 other persons can be brought along at a cost of 2 points apiece. Note that this form of travel does offer the hazard of ending up in a place not desired. There is a basic 20% chance at 1st level of mastery, and the risk declines at 1% per level thereafter.

Telekinesis

Range: 3" + 1"/level of mastery
Duration: *Special*
Area of Effect: *Special*

Strength Point Cost: *3/round*
Saving Throw: *None*

Explanation/Description: This ability resembles the magic-user spell *telekinesis* (q.v.). The psionic individual is able to use the science to mentally move (*telekinese*) objects weighing up to a maximum of 30 gold piece weight equivalence, cumulative, per level of mastery, i.e. 30 g.p. weight at 1st level of mastery, 90 g.p. (30 + 60) at 2nd, 180 g.p. (30 + 60 + 90) at 3rd, 300 g.p. (30 + 60 + 90 + 120) at 4th, 450 g.p. (30 + 60 + 90 + 120 + 150) at 5th etc. Duration is a function of the psionic strength of the individual. The object to be *telekinesed* must be in clear sight of the psionically endowed individual.

Telempathic Projection

Range: 1"
Duration: *1 round/level of mastery*
Area of Effect: *1" wide path*

Strength Point Cost: *Special*
Saving Throw: *Special*

Explanation/Description: This science is similar to the devotion of *empathy* (q.v.). However, the possessor is able to send an emotion et. al.

Telepathy

Range: *Special*
Duration: *Time of Concentration*
Area of Effect: *Special*

Strength Point Cost: *1/round*
Saving Throw: *None*

Explanation/Description: This discipline allows the possessor to communicate mind-to-mind with any other creature with intelligence of 5 or greater. This obviates the need for knowledge of the language of the creature. The creature to be communicated with must be in sight or be well-known mentally by the possessor of this science. In the latter case distance is not a factor as long as the telepath and the receiver are on the same plane of existence and not separated by distances greater than 186,000 miles (1 light second). *Telepathic* waves can traverse greater distances only if all individuals involved are *telepathic*. Note that multiple-mind communications by *telepathy* are possible. While normal communications are possible, no special form of influence is gained by the exercise of *telepathy*.

Telepathic Projection

Range: *Special*
Duration: *Time of Concentration*
Area of Effect: *Special*

Strength Point Cost: *Special*
Saving Throw: *Neg.*

Explanation/Description: *Telepathic projection* enables both telepathic communication, but only with other creatures endowed with *telepathy* or *ESP* (cf. *Telepathy*), and telepathic suggestion. The former is accomplished at a strength point cost which is identical to *telepathy* (q.v.)

The latter allows the possessor to either implant a *suggestion* (exactly as per the spell of the same name) in one or more creatures' minds or attempt to actually possess the mind of a single creature. The influence function of *telepathic projection* requires that all creatures contacted be within sight range of the psionic individual, or within a distance equal to 6" + 1"/level/level of the individual if the minds are known. (Thus, 7" at 1st level, 9" at 2nd level, 12" at 3rd level, etc. — 6 + 1, 6 + 1 + 2, 6 + 1 + 2 + 3, 6 + 1 + 2 + 3 + 4, and so on.) Likewise, the number of

creatures influenced is based on the level of mastery, being 1 level/hit die of creatures per level of the psionic, cumulative, i.e. 1 level/hit die at 1st level, 3 levels/hit dice at 2nd, 6 levels at 3rd, etc. The cost for influence is dependent upon which tack is taken. *Suggestion* requires 1 point per level/hit die for contact, 1 point per level/hit die for implantation of the suggestion. *Possession* requires 2 points for every point of intelligence, and 1 for every point of wisdom and charisma, of the creature to be possessed. All influence is subject to the right of the influenced to make a saving throw versus magic, and if this is successful, neither suggestion nor possession are successful.

Shape Alteration

Range: *0*
Duration: *Until again altered*
Area of Effect: *Individual*

Strength Point Cost: *Special*
Saving Throw: *None*

Explanation/Description: The science of shape alteration closely resembles the magic-user spell, *polymorph self*. The reader is referred to that spell for informational purposes. By means of this discipline, the individual is able to alter his or her body size, form and composition to nearly any other, the garments and equipment he or she wears and carries being altered to conform to parts of the new body shape assumed. Note that *shape alteration* bestows the normal means of respiration and locomotion of the new form assumed, and strength proportionate to the size and characteristics, but no other characteristics peculiar to a certain life form are thus gained, i.e assuming the shape of a red dragon does not allow the individual a fiery breath weapon. Note also that the new shape might preclude the use of weapons, spells, etc. The strength point cost for *shape alteration* is 3 points, plus any of the following additional costs:

Alteration	Strength Point Cost
each +/-1,000 g.p. weight equivalent in a body	1/1,000 g.p. weight equivalent
vegetable material to animal material or vice versa*	1/100 g.p. weight equivalent
mineral material to vegetable material or vice versa*	2/100 g.p. weight equivalent
mineral material to animal material or vice versa*	3/100 g.p. weight equivalent

* includes alteration of garments and equipment if any class exceeds 50 g.p. weight.

Example: The psionic individual wishes to make a shape alteration to become a red dragon. The individual is a fighter wearing/carrying 200 g.p. weight equivalent of vegetable material and 500 g.p. weight equivalent of mineral material. The latter add 19 points of psionic strength costs to the basic cost of 3, or 19 + 3 = 22. The dragon size desired is assumed to be about 5 tons, or 10,000 pounds, or 100,000 g.p. weight equivalent. This means that 100 psionic strength points are required here, and the total cost for the whole alteration is 122 points. Assuming the individual has this strength, the equipment et al. would become parts of the dragon shape — the armor scales, weapons claws, etc.

Teleportation

Range: *0*
Duration: *Instantaneous*
Area of Effect: *Individual + special*

Strength Point Cost: *20*
Saving Throw: *None*

Explanation/Description: This discipline is very similar to the magic-user spell, *teleport* (q.v.). The only major difference is that psionic energy points must be expended to use the power. Also, if points above the required 20 are expended, the psionic individual is able to alter the percentage probabilities of mis-teleporting (coming in too low or too high) by 1% per additional psionic strength point expended either to correct low and/or high mis-teleporting.

PSIONIC COMBAT

During psionic combat the creatures involved can engage in no other activity. The procedure is as follows: Combatants select their defense modes, attack modes, and opponent (if multiple creatures per side are involved). This information is recorded, and the defenses and attacks are

matrixed to determine results. Expenditures for defense, attack and combat losses are noted and taken from the appropriate totals of involved creatures. Psionic combat takes place at a rate of 1 exchange per segment, 10 exchanges per melee round.

If the attention of a creature is distracted by physical attack or spell damage or effect (such as charm, hold, etc.) it cannot engage in attack, although its defenses remain.

Non-psionic creatures can be attacked psionically only by attack mode A., psionic blast. This attack mode cannot be used by distracted creatures as shown above.

MULTIPLE PSIONIC OPERATIONS

Psionic creatures can operate together to increase the range of psionic disciplines where range is a factor and such increase is otherwise possible. Where applicable, the multiple individuals link their minds and this then adds a cumulative 50% to the range of the discipline, so that 2 individuals operating together have 200% of the range normally possible. However, range base is always that of the weakest individual in the group. It is possible for 2 or more creatures to operate to increase psionic combat powers. Such operation must be in "series", with the additional creatures adding 20% of their total strength (all fractions rounded up) to the next individual in the chain. Example: Creature A has 100 points of strength, so 20 points are transferred to creature B to bring its total to 140, and B then transfers 28 points to creature C whose base strength is 130 points but now has 158 points, and C passes 158 × 20, or 32 points to creature D. All series should feed from weakest to strongest. Only the final link in the series can attack or be attacked, but all creatures in the series will be affected by whatever happens to the final link individual. The final creature attacks and defends for all in the series link.

USE OF PSIONIC POWERS

Use of psionic powers, or related magic spells (such as clairaudience, clairvoyance, ESP, detection, levitation, etc.) does not attract the attention of creatures (or monsters) with psionic powers unless they are within range and attuned to such activity. A perusal of **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**, will reveal which sorts of creatures are to be expected and guarded against if psionic powers are exercised.

RECOVERY OF PSIONIC STRENGTH POINTS

Psionic strength points expended in any way can be restored by refraining from any psionic activity for varying periods. Of course, psionic disciplines which do not require continuing strength point outlay to maintain their effects can be in operation during recovery periods. The rate of restoration of psionic strength points depends upon the physical activity of the individual during the period. Note attack and defense points are considered as ½ strength point, as it is quite possible to have disparate amounts of one or the other of these points after combat.

Physical Activity*	Psionic Strength Recovered
hard exertion	none
walking and like activity	3 points/hour
sitting and talking or reading	6 points/hour
resting and meditating	12 points/hour
sleeping	24 points/hour

*The least favorable class must always be used for each hour of time spent in restoration of psionic strength.

Note that there are 6 turns in an hour, but no points can be recovered in less than one-hour periods.

Appendix II
INSPIRATIONAL AND EDUCATIONAL READING

Inspiration for all of the fantasy work I have done stems directly from the love my father showed when I was a tad, for he spent many hours telling me stories he made up as he went along, tales of cloaked old men who could grant wishes, of magic rings and enchanted swords, or wicked sorcerors and dauntless swordsmen. Then too, countless hundreds of comic books went down, and the long-gone EC ones certainly had their effect. Science fiction, fantasy, and horror movies were a big influence. In fact, all of us tend to get ample helpings of fantasy when we are very young, from fairy tales such as those written by the Brothers Grimm and Andrew Lang. This often leads to reading books of mythology, paging through bestiaries, and consultation of compilations of the myths of various lands and peoples. Upon such a base I built my interest in fantasy, being an avid reader of all science fiction and fantasy literature since 1950. The following authors were of particular inspiration to me. In some cases I cite specific works, in others, I simply recommend all their fantasy writing to you. From such sources, as well as just about any other imaginative writing or screenplay you will be able to pluck kernels from which grow the fruits of exciting campaigns. Good reading!

Inspirational Reading:

Anderson, Poul. THREE HEARTS AND THREE LIONS, THE HIGH CRUSADE; THE BROKEN SWORD
Bellairs, John. THE FACE IN THE FROST
Brackett, Leigh.
Brown, Fredric.
Burroughs, Edgar Rice. "Pellucidar" Series; Mars Series; Venus Series
Carter, Lin. "World's End" Series
de Camp, L. Sprague. LEST DARKNESS FALL; FALLIBLE FIEND; et al.
de Camp & Pratt. "Harold Shea" Series; CARNELIAN CUBE
Derleth, August.
Dunsany, Lord.
Farmer, P. J. "The World of the Tiers" Series; et al.
Fox, Gardner. "Kothar" Series; "Kyrik" Series; et al.
Howard, R. E. "Conan" Series
Lanier, Sterling. HIERO'S JOURNEY
Leiber, Fritz. "Fafhrd & Gray Mouser" Series; et al.
Lovecraft, H. P.
Merritt, A. CREEP, SHADOW, CREEP; MOON POOL; DWELLERS IN THE MIRAGE, et al.
Moorcock, Michael. STORMBRINGER; STEALER OF SOULS; "Hawkmoon" Series (esp. the first three books)
Norton, Andre
Offutt, Andrew J., editor SWORDS AGAINST DARKNESS III.
Pratt, Fletcher, BLUE STAR; et al.
Saberhagen, Fred. CHANGELING EARTH, et al
St Clair, Margaret. THE SHADOW PEOPLE; SIGN OF THE LABRYS
Tolkien, J. R. R. THE HOBBIT; "Ring Trilogy"
Vance, Jack. THE EYES OF THE OVERWORLD; THE DYING EARTH; et al.
Weinbaum, Stanley.
Wellman, Manly Wade.
Williamson, Jack.
Zelazny, Roger. JACK OF SHADOWS; "Amber" Series; et al.

The most immediate influences upon AD&D were probably de Camp & Pratt, REH, Fritz Leiber, Jack Vance, HPL, and A. Merritt; but all of the above authors, as well as many not listed, certainly helped to shape the form of the game. For this reason, and for the hours of reading enjoyment, I heartily recommend the works of these fine authors to you.
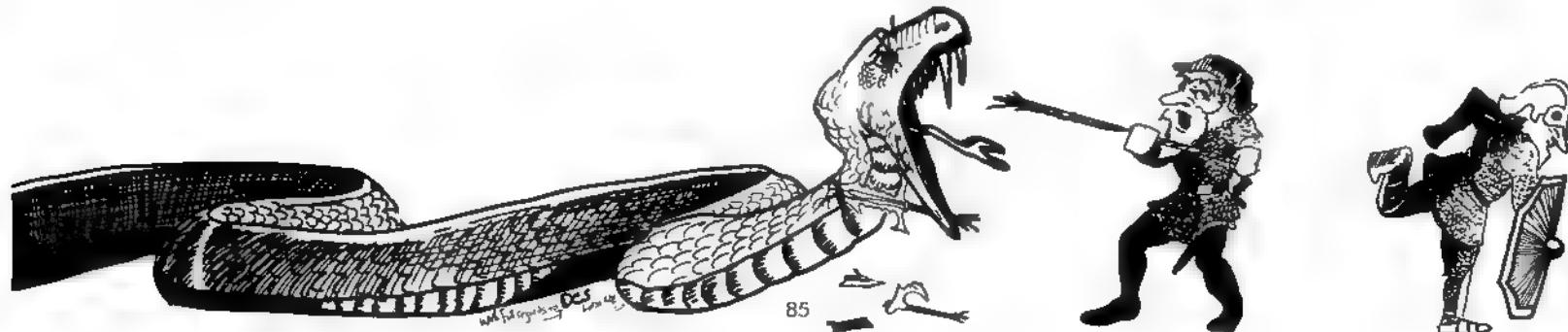
THE GAME   Appendix III

While this is good information for players to be aware of, rely on your DM to guide you on matters found in this section.

APPROACHES TO PLAYING ADVANCED DUNGEONS & DRAGONS

A few brief words are necessary to insure that the reader has actually obtained a game form which he or she desires. Of the two approaches to hobby games today, one is best defined as the *realism-simulation* school and the other as the *game* school. **AD&D** is assuredly an adherent of the latter school. It does not stress any realism (in the author's opinion an absurd effort at best considering the topic!). It does little to attempt to simulate anything either. **ADVANCED DUNGEONS & DRAGONS** is first and foremost a game for the fun and enjoyment of those who seek to use imagination and creativity. This is not to say that where it does not interfere with the flow of the game that the highest degree of realism hasn't been attempted, but neither is a serious approach to play discouraged. In all cases, however, the reader should understand that **AD&D** is designed to be an amusing and diverting pastime, something which can fill a few hours or consume endless days, as the participants desire, but in no case something to be taken too seriously. For fun, excitement, and captivating fantasy, **AD&D** is unsurpassed. As a realistic simulation of things from the realm of make-believe, or even as a reflection of medieval or ancient warfare or culture or society, it can be deemed only a dismal failure. Readers who seek the latter must search elsewhere. Those who desire to create and populate imaginary worlds with larger-than-life heroes and villains, who seek relaxation with a fascinating game, and who generally believe games should be fun, not work, will hopefully find this system to their taste.

DICE

As the DM, the tools of your trade are dice — platonic solid-shaped or just about any other sort. The random numbers you generate by rolling dice determine the results based on the probabilities determined herein or those you have set forth on your own. In case you are not familiar with probability curves, there are two types which are determined by your dice: linear (straight line), which has equal probability of any given integer in the number group, and bell (ascending and descending line), which has greater probability towards the center of the group of numbers than at either end. The two curves are illustrated thus:

Linear curve

Die Number:	1	2	3	4	5	6	7	8	9	0
Probability of number appearing in ascending order:	10	20	30	40	50	60	70	80	90	100

(interval between integers: 10%)
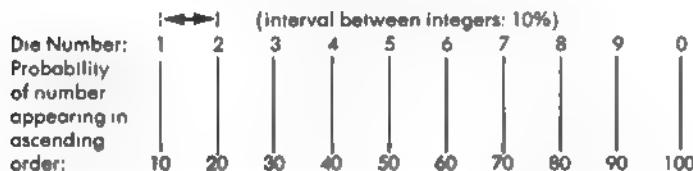
Linear probability develops a straight line of ascending probability when used as a cumulative probability as shown above.

Bell distribution, when used to delineate the probability of certain numbers appearing, develops a curved line like this:

Bell Curve (3d6)

Probability of a given integer appearing (percentage). [y-axis 1–13, x-axis 3–18]
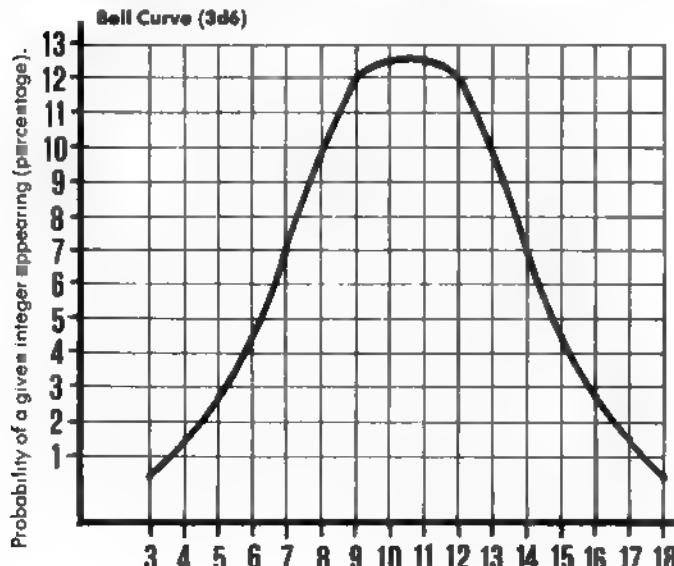
A single die, or multiple dice read in succession (such as three dice read as hundreds, tens and decimals) give linear probabilities. Two or more dice added together generate a bell-shaped probability curve.

Before any further discussion takes place, let us define the accepted abbreviations for the various dice. A die is symbolized by "d", and its number of sides is shown immediately thereafter. A six-sided die is therefore "d6", d8 is an eight-sided die, and so on. Two four-sided dice are expressed by 2d4, five eight-sided dice are 5d8, etc. Any additions to or subtractions from the die or dice are expressed after the identification, thus: d8 + 8 means a linear number grouping between 9 and 16, while 3d6 –2 means a bell-shaped progression from 1 to 16, with the greatest probability group in the middle (8, 9). This latter progression has the same median numbers as 2d6, but it has higher and lower ends and a greater probability of a median number than if 2d12 were used. When percentage dice are to be used, this is indicated by d%.

The d4 can be used to generate 25% incremental probabilities, random numbers from 1 to 4, with + 1 it generates a linear 2-5, etc. It can be used to get 1 or 2 (1 or 2 = 1, 3 or 4 = 2) or in conjunction with any other dice to get linear or bell-shaped probability curves. For example, 2d4 = 2-8, 3d4 = 3-12, d4 + d6 = 2-10, d4 + d20 (as d10) = 2-14. When rolled in conjunction with another die, the d4 can be used to determine linear number ranges twice that shown on the other die, thus: d4 reading 1 or 2 means that whatever is read on the other die is the number shown; but if the d4 reads 3 or 4, add the highest number on the second die to the number shown — so if d8 is the second die 1 to 16 can be generated, if a d12 is used 1 to 24 can be generated. If a d20 is used either 1-20 (assuming the use of a standard d20 which is numbered 0-9 twice without coloring one set of faces to indicate that those faces have 10 added to the number appearing) or 1-40 (assuming that one set of faces is colored) can be gotten by adding 0 if 1 or 2 is rolled on the d4 and 10 or 20 (depending on die type) if a 3 or 4 is rolled. Linear series above this are possible simply by varying the meaning of the d4 number; 1 always means add 0, but 2 can be interpreted as add the value (highest number) of the second die, 3 can be twice value, and 4 can be thrice value. Thus, a d4 reading 4 in conjunction with a d8 (linear curve 1-32) would mean 24 + d8, or 25-32.

What applies to d4 has similar application with regard to d6, d8, d12, and d20. The d6 has 16⅔% intervals, d8 has 12½% intervals, and d20 can have 10% or 5% intervals. A d6 is useful for getting a random number from 1 to 3 (1-2 = 1, 3-4 = 2, 5-6 = 3), while 1 to 5 can be easily read from a d20 (1-2 = 1, 3-4 = 2, 5-6 = 3, 7-8 = 4, 9-0 = 5).

The d20 is used often, both as d10 and d20. The bell-shaped probability curves typically range from 2-20 to 5-50, i.e., 2, 3, 4, or 5d20 added together. Also common is the reading as above with one decimal place added to the result to get 20-200, 30-300, etc. In the latter case, a roll of 3 on one die and 0 (read as 10) totals 13, plus one place, or 130.

Non-platonic solid-shaped dice are available in some places. The most common of these is a ten-sided die numbered 0-9. As with the d20, this can be used for many purposes, even replacing the d20 if a second die is used in conjunction to get 5% interval curves (1-20). Also, the die can give 0-9 linear curve random numbers, as the d20 can.

Other dice available are various forms of "averaging" dice. The most common of these has six faces which read: 2, 3, 3, 4, 4, 5. The median of the curve it generates is still 3.5, that of a normal d6, but the low and high numbers, 2 and 5, are only half as likely to appear as 3 or 4. There is a 33⅓% chance for either of the two latter numbers to be rolled, so the probabilities of absolutely average rolls are far greater. Other such dice have zeros on them, several low numbers, and so on. These sorts of dice, along with poker dice, "put & take" dice, or any other sort can be added in order to give you more flexibility or changing probabilities in random selection or event interpretation. For example:

The author has a d6 with the following faces: SPADE, CLUB, CLUB, DIAMOND, DIAMOND, HEART. If, during an encounter, players meet a character whose reaction is uncertain, the card suit die is rolled in conjunction with 3d6. Black suits mean dislike, with the SPADE equalling hate, while red equals like, the HEART being great favor. The 3d6 give a bell-shaped probability curve of 3-18, with 9-12 being the mean spread. SPADE 18

means absolute and unchangeable hate, while HEART 18 indicates the opposite. CLUBS or DIAMONDS can be altered by discourse, rewards, etc. Thus, CLUBS 12 could possibly be altered to CLUBS 3 by offer of a tribute or favor, CLUBS 3 changed to DIAMONDS 3 by a gift, etc.

In closing this discussion, simply keep in mind that the dice are your tools. Learn to use them properly, and they will serve you well.

USE OF MINIATURE FIGURES WITH THE GAME

The special figures cast for **ADVANCED DUNGEONS & DRAGONS** add color to play and make refereeing far easier. Each player might be required to furnish painted figures representing his or her player character and all henchmen and/or hirelings included in the game session. Such distinctively painted figures enable you to immediately recognize each individual involved. Figures can be placed so as to show their order of march, i.e., which characters are in the lead, which are in the middle, and which are bringing up the rear. Furthermore, players are more readily able to visualize their array and plan actions while seeing the reason for your restrictions on their actions. Monster figures are likewise most helpful, as many things become instantly apparent when a party is arrayed and their monster opponent(s) placed. Furnishing such monsters is probably best undertaken as a joint effort, the whole group contributing towards the purchase of such figurines on a regular basis. Be very careful to purchase castings which are in scale! Out of scale monsters are virtually worthless in many cases. As a rule of thumb, HO scale is 25 mm = 1 actual inch = 6' in scale height or length or breadth.

Figure bases are necessarily broad in order to assure that the figures will stand in the proper position and not constantly be falling over. Because of this, it is usually necessary to use a ground scale twice that of the actual scale for HO, and squares of about 1 actual inch per side are suggested. Each ground scale inch can then be used to equal 3½ linear feet, so a 10' wide scale corridor is 3 actual inches in width and shown as 3 separate squares. This allows depiction of the typical array of three figures abreast, and also enables easy handling of such figures when they are moved. While you may not find it convenient to actually use such figures and floor plans to handle routine dungeon movement, having sheets of squares for encounter area depiction will probably be quite helpful. If you do so, be certain to remember that ground scale differs from figure scale, and when dealing with length, two man-sized figures per square is quite possible, as the space is actually 6 scale feet with respect to length. This is meaningful when attacking a snake, dragon, etc. if characters are able to attack the creature's body length. With respect to basically bipedal, erect opponents, scale will not be a factor

Details of preparation and painting of miniature figures for the game are not germane to this work. Your hobby supplier will have an assortment of small brushes and paints for such purposes, and you may inquire there as to the best techniques of painting.

AIDS TO PLAYING ADVANCED DUNGEONS & DRAGONS

Various products such as modules, playing aids, and miniature figurines will be most helpful in establishing and maintaining an interesting and exciting campaign. There are so many such products available that it is not possible to detail each here, but some guidance can be given.

for the DM, which contain frequently-consulted charts and tables on his or her side, to complete dungeon or world scenarios. TSR provides a broad selection of such goods.

Miniature figures used to represent characters and monsters add color and life to the game. They also make the task of refereeing action, particularly combat, easier too! In combination with a gridded surface, such as the DUNGEON FLOORPLANS (to be published by TSR in the near future), these miniatures will add a whole new dimension to your playing enjoyment. It is suggested that you urge your players to provide painted figures representing their characters, henchmen, and hirelings involved in play. The monsters can be furnished by you — possibly purchased through collection of small fees levied on each playing session. The **OFFICIAL ADVANCED DUNGEONS & DRAGONS** miniature figures will be released by Grenadier Models, about November 1979.

These figures are the only ones which comply in all respects to **AD&D** specifications and the **AD&D MONSTER MANUAL**. Contact Grenadier for an up-to-date listing of available figures. Other approved lines of fantasy figures **APPROVED FOR USE WITH ADVANCED DUNGEONS & DRAGONS** will be offered by select manufacturers. Always look for the name, **ADVANCED DUNGEONS & DRAGONS**, and the TSR approval mark before purchasing figures for your campaign

CREATING THE PLAYER CHARACTER
GENERATION OF ABILITY SCORES

As **AD&D** is an ongoing game of fantasy adventuring, it is important to allow participants to generate a viable character of the race and profession which he or she desires. While it is possible to generate some fairly playable characters by rolling 3d6, there is often an extended period of attempts at finding a suitable one due to quirks of the dice. Furthermore, these rather marginal characters tend to have short life expectancy — which tends to discourage new players, as does having to make do with some character of a race and/or class which he or she really can't or won't identify with. Character generation, then, is a serious matter, and it is recommended that the following systems be used. Four alternatives are offered for player characters:

Method I:

All scores are recorded and arranged in the order the player desires. 4d6 are rolled, and the lowest die (or one of the lower) is discarded.

Method II:

All scores are recorded and arranged as in Method I. 3d6 are rolled 12 times and the highest 6 scores are retained

Method III:

Scores rolled are according to each ability category, in order, STRENGTH, INTELLIGENCE, WISDOM, DEXTERITY, CONSTITUTION, CHARISMA. 3d6 are rolled 6 times for each ability, and the highest score in each category is retained for that category.

Method IV:

3d6 are rolled sufficient times to generate the 6 ability scores, in order, for 12 characters. The player then selects the single set of scores which he or she finds most desirable and these scores are noted on the character record sheet.

Method V:

This method can only be used to create human player characters. It gives the player an opportunity to generate a character of a desired class (subject to the DM's approval) and be assured that the ability scores for the character will meet the minimum requirements for the class in question.

After the player's selection of a class is approved, he or she rolls a certain number of six-sided dice for each ability score to be generated, as indicated on the following table. The best three die rolls for each ability are added together to produce the score. (For example, a fighter's strength is determined by rolling 9d6 and keeping the three highest results.) If the total of the three die rolls is below the minimum requirement for an ability in a certain class, then the player takes the minimum number (e.g., 15 for a monk's strength) as the character's ability score. Similarly, if a rolled score is greater than the maximum allowable (such as for a barbarian's wisdom), then the score is lowered to the maximum number.

Class	Number of Dice Rolled For:						
Desired	Str	Int	Wis	Dex	Con	Cha	Com
Cavalier	8	6	4	7	9	3	5
Paladin	7	5	8	3	6	9	4
Cleric	7	4	9	5	8	6	3
Druid	7	4	8	5	6	9	3
Fighter	9	3	5	7	8	6	4
Barbarian	9	3	5	7	8	6	4
Ranger	7	6	8	5	9	4	3
Magic-user	4	9	7	8	6	5	3
Illusionist	3	8	7	9	5	6	4
Thief	6	5	3	9	7	4	8
Assassin	6	7	4	9	8	3	5
Monk	7	5	9	8	6	4	3

APPENDIX III: EXCEPTIONAL ABILITY SCORES

Unearthed Arcana expanded the Ability cap from 18 to listings as high as 22. While this was 'mostly' done for non-human PC's, the trend was set; thereby requiring (all) players to (eventually) reference the mods from Deities & Demigods as presented here.

Note that Awe and Horror Charisma Effects are __explicitly barred__ to mortals. All other point modifiers do apply as listed, whether they be by permanent means (ex. wish, book, pool) or by temporary (ex. girdle, bracers, potion), etc.

-Phant Force

STRENGTH:

Score	"To Hit" Bonus	Damage Bonus	Weight Allowance	Open Doors	Bend Bars/Lift Gates
19	+3	+7	4,500	7 in 8 (3)	50% (as hill giant)
20	+3	+8	5,000	7 in 8 (3)	60% (as stone giant)
21	+4	+9	6,000	9 in 10 (4)	70% (as frost giant)
22	+4	+10	7,500	11 in 12 (4)	80% (as fire giant)
23	+5	+11	9,000	11 in 12 (5)	90% (as cloud giant)
24	+6	+12	12,000	19 in 20 (7 in 8)	100% (as storm giant)
25	+7	+14	15,000	23 in 24 (9 in 10)	100% (as titan)

The numbers in parentheses under **Open Doors** indicate the chance of forcing open a locked, barred, magically held or wizard locked door, but only one attempt ever (per door) may be made, and if it fails no further attempts can succeed.

INTELLIGENCE: The following table applies to intelligence scores over 18:

Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Spell Immunities
19	95%	11* (10)	first level illusion/phantasm spells
20	96%	12 (11)	second level illusion/phantasm spells
21	97%	13 (12)	third level illusion/phantasm spells
22	98%	14 (13)	fourth level illusion/phantasm spells
23	99%	15 (14)	fifth level illusion/phantasm spells
24	100%	16 (15)	sixth level illusion/phantasm spells
25	100%	17 (16)	seventh level illusion/phantasm spells

Beings of very high intelligence will not be fooled by *illusion/phantasm* spells; they will note some inconsistency or inexactness which will prevent their belief in the illusion. A being with a 19 intelligence will never believe a 1st level *illusion/phantasm* spell, even if cast by a high-level spellcaster, and will thus avoid all effects. Beings with greater intelligence can also ignore higher level illusions, as indicated. All effects noted are cumulative (e.g. a 20 intelligence gives immunity to first and second level illusions).

* PH states "INT 9, Min Spells = 4, while INT 19 "or more" is Min 10. Here from DDG we see INT 19 defined as 11 with INT 25 = 17

Unless you are the great Bard, Tigel Nufnel, INT 19 cannot be both 10 & 11 simultaneously. One range or the other is correct

If you the DM keep INT 25 = 17, then INT 18 = 10 with INT 9 = 5 for the consecutive nature of the sequence

The Wisdom roll at this end of the table suggests dropping INT 25 to Min Spell = 16 with INT 20 set to 11

-Phant Force

WISDOM:

Score	Spell Bonus	Spell Immunities
19	One 4th & one 1st	Cause fear, charm person, command, friends, hypnotism
20	One 4th & one 2nd	Forget, hold person, ray of enfeeblement, scare
21	One 5th & one 3rd	Beguiling, domination, fear
22	One 5th & one 4th	Charm monster, confusion, emotion, fumble, suggestion, telempathic projection
23	Two 5th levels	Chaos, feeblemind, hold monster, magic jar, mass domination, quest
24	Two 6th levels	Geas, mass suggestion, rulership
25	One 6th & one 7th	Antipathy/sympathy, finger of death, mass charm, Otto's irresistable dance

Beings of very high wisdom are immune to the effects of certain charm-type spells, psionic abilities and spell-like effects. These immunities are cumulative with higher wisdom. Beings with high wisdom are simply able to automatically throw off the effects of these spells.

DEXTERITY:

Score	Reaction/Attacking Adjustment	Defensive Adjustment
19	+3	−4
20	+3	−4
21	+4	−5
22	+4	−5
23	+4	−5
24	+5	−6
25	+5	−6

*Note: The last five columns (**Picking Pockets**, etc.) apply only to beings with thief, assassin or monk abilities.*

Score	Picking Pockets	Open Locks	Locate/Remove Traps
19	+15%	+20%	+10%
20	20	25	15
21	25	30	20
22	30	35	25
23	35	40	30
24	40	45	35
25	45	50	40

Score	Move Silently	Hiding in Shadows
19	+12%	+12%
20	15	15
21	18	18
22	20	20
23	23	23
24	25	25
25	30	30

Thief-Acrobat Modifiers are at DM's Discretion as UA was years after DDG and the matter unaddressed in Dragon.
-Phant Force

CONSTITUTION:

Score	Hit Point Adjustment*	Poison Save	Regeneration
19	+5 (no 1s rolled)	+1	Nil
20	+5 (no 1s rolled)	+1	1 point/6 turns
21	+6 (no 1s or 2s)	+2	1 point/5 turns
22	+6 (no 1s or 2s)	+2	1 point/4 turns
23	+6 (no 1s, 2s or 3s)	+3	1 point/3 turns
24	+7 (no 1s, 2s or 3s)	+3	1 point/2 turns
25	+7 (no 1s, 2s or 3s)	+4	1 point/1 turn

* The additions to each hit die are for fighter, paladins and rangers only; all beings without one of these classes can receive no more than 2 bonus points per die. The other modifications to the dice are applicable to any class. The notation "no 1s rolled" indicates that any 1s rolled when hit points are being figured should be counted as 2s. At 21 and 22 constitution, 1s and 2s are counted as 3s, and so on.

CHARISMA:

Score	Maximum No. of Henchmen	Loyalty Base	Reaction Adjustment
19	20	+50%	+40%
20	25	60	45
21	30	70	50
22	35	80	55
23	40	90	60
24	45	100	65
25	50	100	70

The reaction of the average creature to a hypothetical non-divine being with a negative charisma would be a desire to kill it immediately.

Charisma Score	Reaction Adjustment
−1	−40%
−2	45
−3	50
−4	55
−5	60
−6	65

Beings with negative charisma will never have henchmen of a normal nature.

COMELINESS *Exceptional effects can be found on Page 12*

PLAYER CHARACTER NON-PROFESSIONAL SKILLS

When a player character selects a class, this profession is assumed to be that which the character has been following previously, virtually to the exclusion of all other activities. Thus the particular individual is at 1st level of ability. However, some minor knowledge of certain mundane skills might belong to the player character — information and training from early years or incidentally picked up while the individual was in apprenticeship learning his or her primary professional skills of clericism, fighting, etc. If your particular campaign is aimed at a level of play where secondary skills can be taken into account, then use the table below to assign them to player characters, or even to henchmen if you so desire.

Assign a skill randomly, or select according to the background of your campaign. To determine if a second skill is known, roll on the table, and if the dice indicate a result of TWO SKILLS, then assign a second, appropriate one.

SECONDARY SKILLS TABLE

Dice

Score	Result
01-02	Armorer
03-04	Bowyer/fletcher
05-10	Farmer/gardener
11-14	Fisher (netting)
15-20	Forester
21-23	Gambler
24-27	Hunter/fisher (hook and line)
28-32	Husbandman (animal husbandry)
33-34	Jeweler/lapidary
35-37	Leather worker/tanner
38-39	Limner/painter
40-42	Mason/carpenter
43-44	Miner
45-46	Navigator (fresh or salt water)
47-49	Sailor (fresh or salt)
50-51	Shipwright (boats or ships)
52-54	Tailor/weaver
55-57	Teamster/freighter
58-60	Trader/barterer
61-64	Trapper/furrier
65-67	Woodworker/cabinetmaker
68-85	NO SKILL OF MEASURABLE WORTH
86-00	ROLL TWICE IGNORING THIS RESULT HEREAFTER

When secondary skills are used, it is up to the DM to create and/or adjudicate situations in which these skills are used or useful to the player character. As a general rule, having a skill will give the character the ability to determine the general worth and soundness of an item, the ability to find food, make small repairs, or actually construct (crude) items. For example, an individual with armorer skill could tell the quality of normal armor, repair chain links, or perhaps fashion certain weapons. To determine the extent of knowledge in question, simply assume the role of one of these skills, one that you know a little something about, and determine what could be done with this knowledge. Use this as a scale to weigh the relative ability of characters with secondary skills.

HEIGHT AND WEIGHT TABLES

MALES

	Height in Inches			Weight in Pounds		
	Average	– or	+	Average	– or	+
Dwarf	48	1-4	1-6	150	2-16	2-24
Elf	60	1-4	1-6	100	1-10	1-20
Gnome	42	1-3	1-3	80	2-8	2-12
Half-elf	66	1-6	1-6	130	1-20	1-20
Halfling	36	1-3	1-6	60	2-8	2-12
Half-orc	66	1-4	1-4	150	2-16	4-40
Human	72	1-12	1-12	175	3-36	5-60

FEMALES

	Height in Inches			Weight in Pounds		
	Average	– or	+	Average	– or	+
Dwarf	46	1-4	1-4	120	2-16	2-20
Elf	54	1-4	1-6	80	1-10	2-12
Gnome	39	1-3	1-3	75	1-8	1-8
Half-elf	62	1-6	1-6	100	1-12	2-16
Halfling	33	1-3	1-3	50	2-8	2-8
Half-orc	62	1-3	1-3	120	3-18	4-32
Human	66	1-6	1-8	130	3-30	4-48

HEIGHT AND WEIGHT DETERMINATION

	Height			Weight		
	Under	Avg.*	Over	Under	Avg.**	Over
Dwarf	01-15	16-80	81-00	01-20	21-65	66-00
Elf	01-10	11-80	81-00	01-15	16-90	91-00
Gnome	01-20	21-85	86-00	01-20	21-75	76-00
Half-elf	01-35	36-90	91-00	01-20	21-85	86-00
Halfling	01-10	11-90	91-00	01-10	11-50	51-00
Half-orc	01-45	46-75	76-00	01-30	31-55	56-00
Human	01-20	21-80	81-00	01-25	26-75	76-00

* For average height roll % dice: 01-30 = shorter by 1-4½", 71-00 = taller by 1-4½" (1-3½" for races under 5' tall)

** Weight as above, adjust by 1-8 # (1-4 if 100# or less).

However, these tables do not actually give sufficient variation in upper limits of height and weight of humans, so you might find it necessary to allow the following height and weight variations for human player characters:

Human Male: Height — 2-20"; Weight — 10-200#
Human Female: Height — 2-12"; Weight — 10-120#

CHARACTER AGE, AGING AND DEATH

CHARACTER AGE

At the onset of each and every character's creation it is necessary that you establish his or her age. For player characters and henchmen you must use the appropriate table. You may do the same for other characters, or you may assign age as you see fit in light of the milieu you have developed. There are two tables, one for non-human (the demi-humans, part humans, and the like) and one for humans.

Non-Human Characters Table:

Race	Cleric	Fighter	Magic-User	Thief
dwarf	250 + 2d20	40 + 5d4	—	75 + 3d6
elf	500 + 10d10	130 + 5d6	150 + 5d6	100 + 5d6
gnome	300 + 3d12	60 + 5d4	100 + 2d12	80 + 5d4
half-elf	40 + 2d4	22 + 3d4	30 + 2d8	22 + 3d8
halfling	—	20 + 3d4	—	40 + 2d4
half-orc	20 + 1d4	13 + 1d4	—	20 + 2d4

For multi-classed characters use the column which develops the highest age and use the greatest possible addition to the base age, i.e., do NOT generate the age variable by random die roll, but assign the maximum.

Humans Table:

Class	Age Plus Variable	Class	Age Plus Variable
cleric	18 + 1d4	magic-user	24 + 2d8
druid	18 + 1d4	illusionist	30 + 1d6
fighter	15 + 1d4	thief	18 + 1d4
paladin	17 + 1d4	assassin	20 + 1d4
ranger	20 + 1d4	monk	21 + 1d4

Bards begin at the age of the class in which they first begin.

A barbarian player character will be 15-19 (14 + 1d4) years old at the start of his or her career. The starting age for a cavalier player character is the same as for a cleric of that race — 500 + 10d10 for an elf, 40 + 2d4 for a half-elf, and 18 + 1d4 for a human.

Once character age is established, you must keep track of it from game year to game year. (Cf. **TIME IN THE CAMPAIGN**.) To normal game time years must be added any of the various unnatural causes of shortening life, i.e. aging. These effectively add years to the character's age. The effects of aging are given in the next section. The maximum age of any character is likewise explained.

AGING

In order to establish the overall effects of age, it is necessary to establish a number of standard age brackets for each race of characters. When age category is established, modify ability scores accordingly, making each change progressively from young adulthood, all additions and subtractions being cumulative. The only ability which may exceed 18 due to age effects (unless age restricts this) is wisdom. Most adjustments are in whole numbers, so that 18 strength drops to 17, even if it is from 18/00, as exceptional strength is not considered.

Age Categories:

Race	Young Adult	Mature	Middle Aged	Old	Venerable
dwarf	35-50	51-150	151-250	251-350	351-450
dwarf, mountain	40-60	61-175	176-275	276-400	401-525
elf, aquatic	75-150	151-450	451-700	701-1000	1001-1200
elf, Drow	50-100	101-400	401-600	601-800	801-1000
elf, gray	150-250	251-650	651-1000	1001-1500	1501-2000
elf, high	100-175	176-550	551-875	876-1200	1201-1600
elf, wood	75-150	151-500	501-800	801-1100	1101-1350
gnome	50-90	91-300	301-450	451-600	601-750
half-elf	24-40	41-100	101-175	176-250	251-325
halfling	22-33	34-68	69-101	102-144	145-199
half-orc	12-15	16-30	31-45	46-60	61-80
human	14-20	21-40	41-60	61-90	91-120

Young Adult: Subtract 1 point of *wisdom*, add 1 point of *constitution*.

Mature: Add 1 point of *strength*, add 1 point of *wisdom*.

Middle Aged: Subtract 1 point of *strength* and 1 point of *constitution*; add 1 point of *intelligence* and 1 point of *wisdom*.

Old: Subtract 2 points of *strength*, 2 points of *dexterity*, and 1 point of *constitution*; add 1 point of *wisdom*

Venerable: Subtract 1 point of *strength*, 1 point of *dexterity*, and 1 point of *constitution*; add 1 point of *intelligence* and 1 point of *wisdom*.

It is important to remember that adjustments cannot exceed racial maximums nor can they be used if they cause abilities to exceed stated maximums. Likewise, any adjustments cannot lower any ability below racial or class minimums.

Unnatural Aging:

Certain creatures will cause unnatural aging, and in addition various magical factors can do so. The following magic causes loss of life span, aging the practitioner as indicated. See also **DISEASE** for other unnatural aging causes. (Longevity potions and possibly other magical means will offset such aging to some extent.)

Magical Aging Causes	
casting *alter reality* spell	3 years
casting *gate* spell	5 years
casting *limited wish* spell	1 year
casting *restoration* spell	2 years
casting *resurrection* spell	3 years
casting *wish* spell	3 years
imbibing a *speed* potion	1 year
under a *haste* spell	1 year

Note: Reading one of the above spells from a scroll (or using the power from a ring or other device) does not cause unnatural aging, but placing such a spell upon the scroll in the first place will do so!

DEATH
The character faces death in many forms. The most common, death due to combat, is no great matter in most cases, for the character can often be brought back by means of a clerical spell or an *alter reality* or *wish*. Of course, recovery of damage sustained might be a problem, but that is not insurmountable.

Death Due To Age:
This is a serious matter, for unless the lifespan can otherwise be prolonged, the character brought back from such death faces the prospect of soon dying again. Beyond the maximum age determined for the character in question, no form of magic which does not prolong life span will work. (Thus, some characters may become liches . . . .) Of course, multiple potions of *longevity*, *wishes*, and possibly magical devices will allow a greatly extended life span, but once a character dies due to old (venerable) age, then it is all over. If you make this clear, many participants will see the continuity of the family line as the way to achieve a sort of immortality

Determination Of Maximum Age:
Unless the character dies of some other cause, he or she will live to old age. Use the following table to find the exact age at which a character will die of "natural" causes:

MAXIMUM CHARACTER AGE TABLE

Dice Score	Character Age Category	Variable*
01-10	old, lowest age	+d8
11-25	old, highest age	d4
26-60	venerable, lowest age	+d6
61-90	venerable, highest age	– d10**
91-00	venerable, highest age	+d20***

* Use the die to determine the addition or subtraction according to the span of years in the category:

UNDER 100	1 year intervals
100 to 250	10 year intervals (±d10**)
OVER 250	20 year intervals (±d20***)

** Treat a roll of 0 as naught rather than as 10, so in effect a random number between 0 and 9 is being generated.

*** Treat a die result of 20 as naught, so numbers between 0 and 19 are being generated.

Examples Of Maximum Age Determination:

The dice rolled indicate the *dwarf* character will live to old age, lowest figure, +d8. As the span considered is 100 years, d8 stands for decades, so the character will live for 251 years +10 to 80 years +0 to 9 years.

The same *dwarf* considered above is to live to old age, highest figure, –4. The variable is –10 to –40 years, –0 to 9 years.

The dice rolled for a *half-orc* character indicate that he will live to venerable age, highest figure, +d20. As the span considered is under 100 years, the character will live for 80 years +0 to 19 years, or 80 to 99 years, as a result of 20 equals 0 years added to maximum venerable age shown for the character race.

The dice show that a *high elf* character will live to venerable age, lowest figure, +d6. As the span of years for this character race is 400 years, the character will live to be 1201 +20 to 120 years, +0 to 19 years, or to an age of 1221 to 1340 years. Assume that the d6 shows 4, so 80 years are added (4 × 20 = 80) to bring life span to 1281 (1201 + 80), and then d20 is rolled and a 0 comes up, so total life span is 1281 years (1201 + 80 + 0 = 1281)

Death Due To Disease (Or Disorder) Or Parasitic Infestation:

Any character brought back from such a state will suffer the ravages of the disease or infestation — permanent losses in abilities, for example, until magically countered. Furthermore, such a character will be 90% likely to still be suffering from the cause of death unless a *curative* is used. Even then, the character will have to spend time recovering as if from a severe illness. Ability losses which have been permanently sustained will not be corrected by a *curative* of any sort, including a *cure disease* spell. Magical corrections (*wishes*, *alter reality* spells, and magical devices) will certainly correct these deficiencies.

SOCIAL CLASS AND RANK

The Dungeon Master should determine the social class of each character he or she has in the campaign. This is accomplished by use of the *Social Class Table* given below. You will note that this table does not include any social or political information, but that guidelines of this sort are included in a reference immediately following the table. This allows the DM to model the social class distinctions to the tenor of his or her individual milieu.

Social Class Table

Dice roll	Social (/Economic) Class
01-04	Lower Lower Class (LLC)
05-10	Middle Lower Class (MLC)
11-20	Upper Lower Class (ULC)
21-35	Lower Middle Class (LMC)
36-55	Middle Middle Class (MMC)
56-87	Upper Middle Class (UMC)
88-96	Lower Upper Class (LUC)
97-99	Middle Upper Class (MUC)
00	Upper Upper Class (UUC)

Typical members of a class

LLC: Freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves, low-level and mid-level assassins

MLC: Herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, mid-level thieves, high-level assassins, low-level bards

ULC: Freemen, tradesmen, petty officers, money-changers, fences, low-level fighters, high-level thieves

LMC: Artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers

MMC: Landed gentry, merchants, petty officials, senior officers, landless petty nobles, mid-level fighters, low-level magic-users, low-level illusionists

UMC: Guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, mid-level magic-users, mid-level illusionists

LUC: Great landed gentry, generals and marshals, greater officials, knights, mid-level clerics, cavaliers, paladins, high-level magic-users, high-level illusionists

MUC: Knights, commanders, great clerics, nobles, high-level paladins, very high-level magic-users and illusionists

UUC: Great nobles, sovereign nobility, royalty

For player characters, initial social status has no effect on starting money and equipment, with the exception of cavaliers and paladins. Rules for starting gold and equipment for those classes are detailed under the "Money" heading in the Players' Section of this book.

The various occupations and status positions can be adjusted as required by the background of each milieu. The positioning of non-humans is entirely dependent upon the individual milieu As a general rule, a human society would probably consider the non-humans as:

Dwarves — MMC (they are reputed to have gold and gems!)
Elves — ULC (wood elves) to LUC (gray elves)
Gnomes — ULC to LMC
Halflings — ULC (they are small and rustic)
Half-elves — Slightly above a human counterpart
Half-orcs — LLC

Social Class and Profession: As a general rule, any character must have a social status of, at the lowest, one rank below that specified for his or her profession in the milieu. For instance, using the system outlined above, a character embarking on a career as a fighter must have a social standing of no lower than Middle Lower Class, and conversely a character with a standing lower than that cannot hope to make his or her way in the fighter profession. At the lowest extreme, this means that a character born to the Lower Lower Class can be only a thief or assassin.

CIRCUMSTANCES OF BIRTH

By the nature of the topic, not much can be offered in the way of "rules" for ascertaining the origin and background of characters in the campaign milieu. Virtually all such decisions must be made by the individual Dungeon Master, so that the results fit smoothly into the adventuring environment that he or she has designed. As a starting point, however, the following tables will suffice for those who wish to determine what role fate has played with regard to when and how a character came into the world.

Birth Table

Dice Roll	Order of Birth	Dice Roll	Order of Birth
01-05	Only child	81-85	7th child
06-10	1st child	86-90	8th child
11-20	2nd child	91-94	9th child
21-35	3rd child	95-97	10th child
36-50	4th child	98-99	11th child
51-65	5th child	00	12th child
66-80	6th child		

### Parents' Marital Status Table

Dice Roll	Marital Status
01-80	Parents legally married
81-00	Parents unmarried*

* The child of unmarried parents is typically one social class lower than the social class of the father.

Racial Modifiers

Dwarves, all	-15 to dice rolls on both tables
Elves	Modify dice rolls on both tables as follows:
Drow	-15
Gray	-30
High	-20
Wood	-10
All others	-15
Gnomes, all	-20 to dice rolls on both tables
Half-elves	-10 to dice rolls on both tables
Halflings, all	-10 to dice rolls on both tables
Half-orcs	+ 10 to dice rolls on Birth Table,
	+ 75 to dice rolls on Marital Status Table
Humans	no modifiers to dice rolls

Appendix IV   CHARACTER ALIGNMENT GRAPH

Saintly

LAWFUL GOOD

CHAOTIC GOOD

NEUTRAL GOOD

Beatific

LAWFUL NEUTRAL

NEUTRAL

CHAOTIC NEUTRAL

LAWFUL EVIL

NEUTRAL EVIL

CHAOTIC EVIL

Diabolic

Demoniac
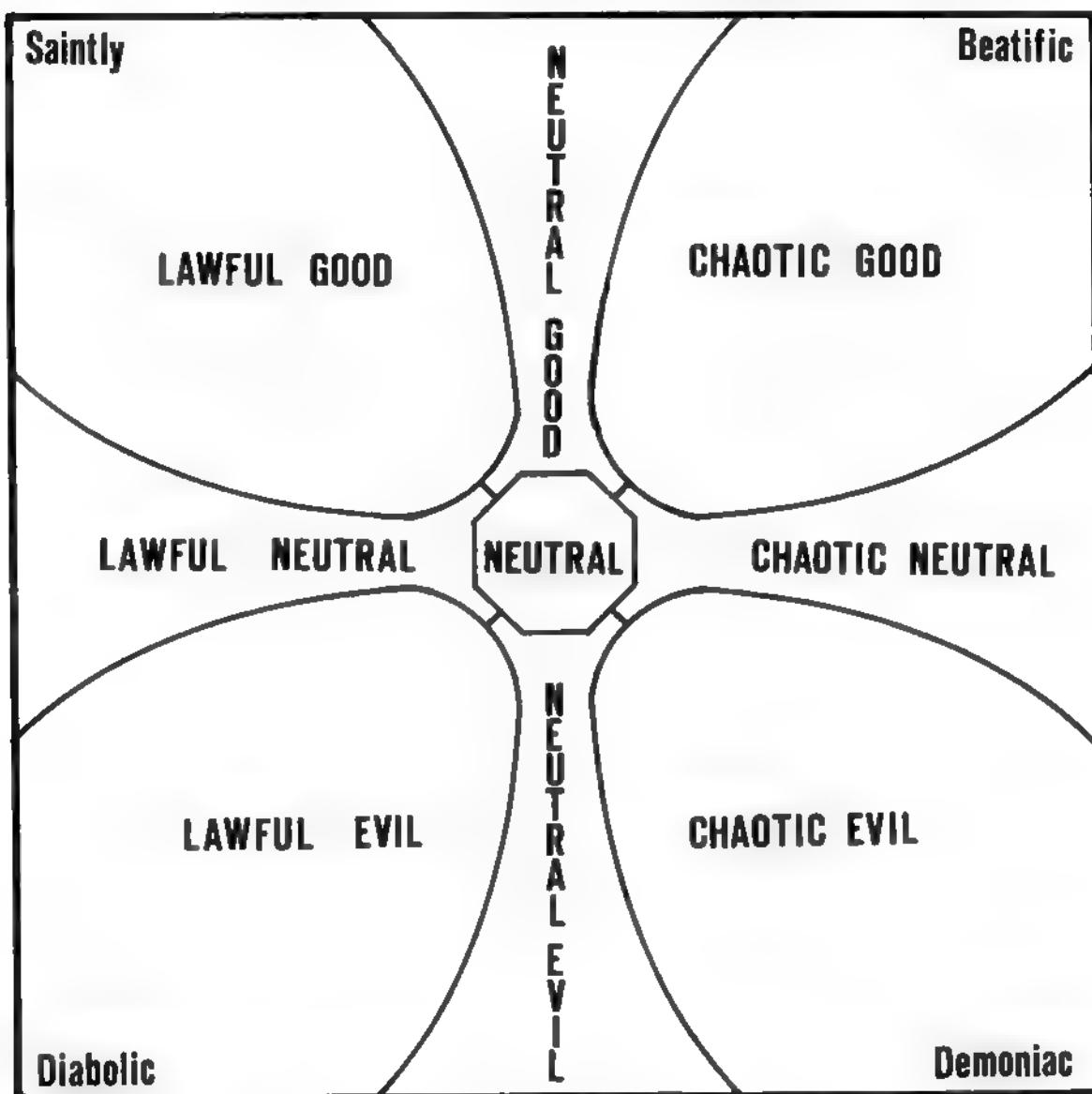
Appendix V: **THE KNOWN PLANES OF EXISTENCE**

There exist an infinite number of parallel universes and planes of existence in the fantastic "multiverse" of **ADVANCED DUNGEONS & DRAGONS**. All of these "worlds" co-exist, but how "real" each is depends entirely upon the development of each by the campaign referee. The chart and explanations which follow show only the various planes tied to that of normal existence. The parallel universes are not shown, and their existence might or might not be actual.

THE INNER PLANES 1-8

1. The *Prime Material Plane* (or *Physical Plane*) houses the universe and all of its parallels. It is the plane of Terra, and your campaign, in all likelihood.

2. The *Positive Material Plane* is a place of energy and light, the place which is the source of much that is vital and active, the power supply for good.

3. The *Negative Material Plane* is the place of anti-matter and negative force, the source of power for undead, the energy area from which evil grows.

4. The *Elemental Plane of Air*.

5. The *Elemental Plane of Fire*.

6. The *Elemental Plane of Earth*.

7. The *Elemental Plane of Water*.

8. The *Ethereal Plane* is that which surrounds and touches all of the other *Inner Planes*, the endless parallel worlds of the universe, without being a part of any of them. Any creature able to become ethereal and then return to material form can use this plane to move from one to another of the *Inner Planes*; this is explained fully in the following paragraphs.

THE OUTER PLANES: 9-25

9. The *Astral Plane* radiates from the *Prime Material* to a non-space where endless vortices spiral to the parallel *Prime Material Planes* and to the *Outer Planes* as well. Thus, this plane can be used to travel the universe(s) or to the *Outer Planes* which are the homes of powerful beings, the source of alignment (religious/philosophical/ethical ideals), the deities. Note that the *Astral Plane* touches only the upper layers of the *Outer Planes*. Use of this plane is explained later.

10. The *Seven Heavens* of absolute lawful good.

11. The *Twin Paradises* of neutral good lawfuls.

12. The planes of *Elysium* of neutral good.

13. The *Happy Hunting Grounds* of neutral good chaotics.

14. The planes of *Olympus* of absolute good chaotics.

15. The planes of *Gladsheim* (*Asgard, Valhalla, Vanaheim*, etc.) of chaotic good neutrals.

16. The planes of *Limbo* of neutral (absolute) chaos (entropy).

17. The Planes of *Pandemonium* of chaotic evil neutrals.

18. The 666 layers of the *Abyss* of absolute chaotic evil.

19. The planes of *Tarterus* of evil chaotic neutrals.

20. *Hades'* "Three Glooms" of absolute (neutral) evil.

21. The furnaces of *Gehenna* of lawful evil neutrals.

22. The *Nine Hells* of absolute lawful evil.

23. The nether planes of *Acheron* of lawful evil neutrals.

24. *Nirvana* of absolute (neutral) lawfuls.

25. The planes of *Arcadia* of neutral good lawfuls.

ETHEREAL TRAVEL

A character can achieve the ethereal state by various means which include magical ointment (*oil of etherealness*), magical items, magic spells and psionic discipline. It is possible to move to or about any plane which the *Ethereal Plane* permeates, and it is also possible to move from plane to plane ethereally.

All movement and travel in the *Ethereal Plane* is subject to certain hazards. Some monsters are able to function partially in this plane. Some monsters roam freely in the *Ethereal Plane*. The worst hazard, however, is the *ether cyclone*, a strong moving force which can cause the individual to enter a different world or plane or become lost in the ether for many, many days when it blows across the stretches of this multi-plane.

Ethereal travel is tireless and rapid. Creatures in ethereal state need neither food, drink, rest, or sleep.

Your referee has complete tables for encounters in the *Ethereal Plane* as well as for movement of the *ether cyclone* and its results.

ASTRAL TRAVEL

Astral travel is possible by various means including magic spells and psionic discipline. The *Astral Plane* touches only the endless *Prime Material Plane* and the 16 "first levels" of the *Outer Planes*. The *Astral Plane* does not touch any of the *Inner Planes* other than the *Prime Material Plane*. It is possible to move about in or to any of the universes or to the first level of the *Outer Planes* by means of astral travel.

Travel on the *Astral Plane* can be dangerous due to the functioning or presence of monsters in or upon the plane. The *psychic wind* is the most dangerous, however, for it can either blow the traveller about so as to cause him or her to become lost (thus coming to some undesired world or plane or be out of touch for many days) or snap the silver cord (cf. *astral spell, astral projection*) and kill the individual irrevocably.

As with ethereal travel, movement through the *Astral Plane* is speedy, and while there the individual needs no food, drink, rest or even sleep.

Along with ethereal encounter and travel tables, your DM has similar information pertaining to like activities on the *Astral Plane*. This information will be revealed to you through experience (and possibly by other means) as the need arises.

ETHEREAL AND ASTRAL COMBAT

It is possible to cast spells, melee, etc. on either the *Ethereal* or *Astral Plane*. These activities generally affect only others on the same plane, but can affect other creatures who exist partially or function on either or both planes. Magic spells can be cast from the *Ethereal* to the *Prime Material Plane*, but not from the *Astral* to the *Prime Material*, except as noted above.

Certain magic weapons will remain magical in either of these planes, but some will not, so be prepared for the worst. Only very powerful creatures (demon princes, arch devils, godlings, gods, etc.) can do more than destroy the astral body, causing the *silver cord* to return to the material body and preventing further astral travel for a period of time. Very powerful beings might be able to snap the silver cord, thus killing the astral and material bodies simultaneously. Ethereal combat damage is actual damage. Note also that all is lost if the material body is destroyed while the astral body is in that plane.

1 PRIME MATERIAL
2 POSITIVE MATERIAL
3 NEGATIVE MATERIAL
ELEMENTAL
PLANES OF:

4 AIR
5 FIRE
6 EARTH
7 WATER

8 ETHEREAL
PLANE

FIG. 1

10 SEVEN HEAVENS	11 TWIN PARADISES	12 ELYSIUM	13 HAPPY HUNTING GROUNDS	14 OLYMPUS
25 ARCADIA	9 ASTRAL PLANE			15 GLADSHEIM
24 NIRVANA		SEE FIG.1		16 LIMBO
23 ACHERON				17 PANDEMONIUM
22 NINE HELLS	21 GEHENNA	20 HADES	19 TARTERUS	18 ABYSS
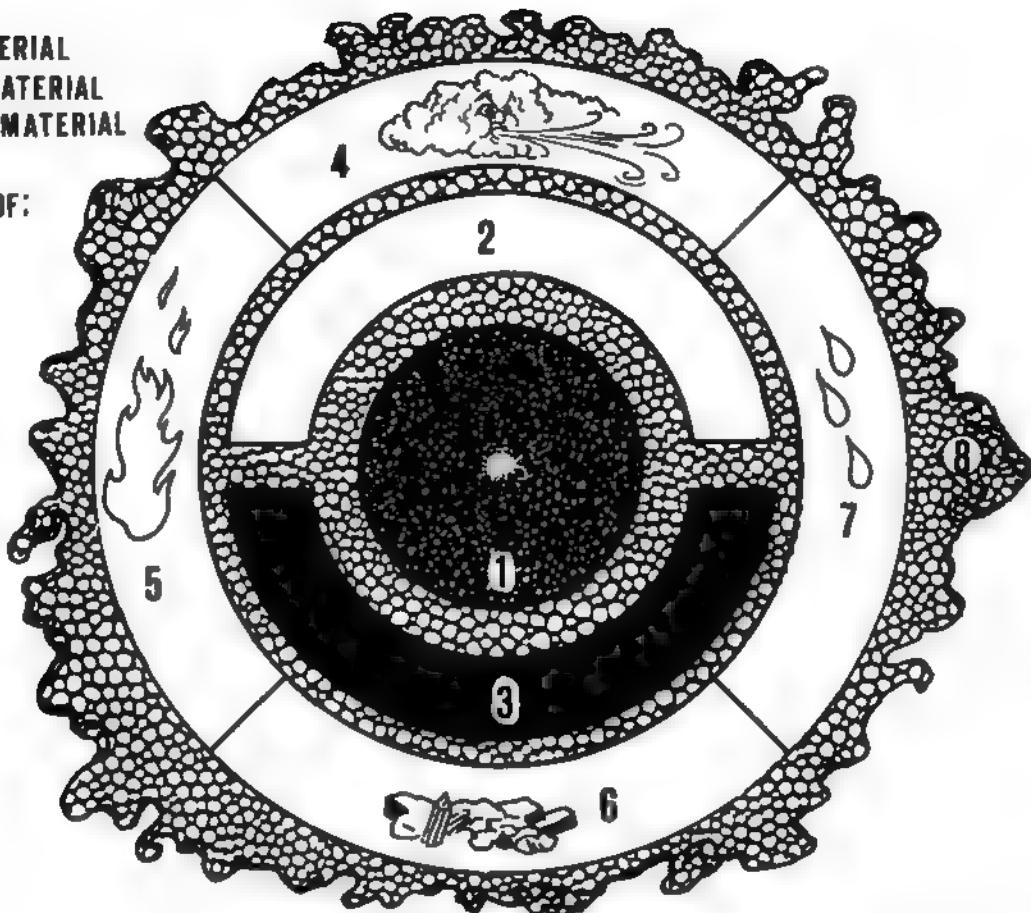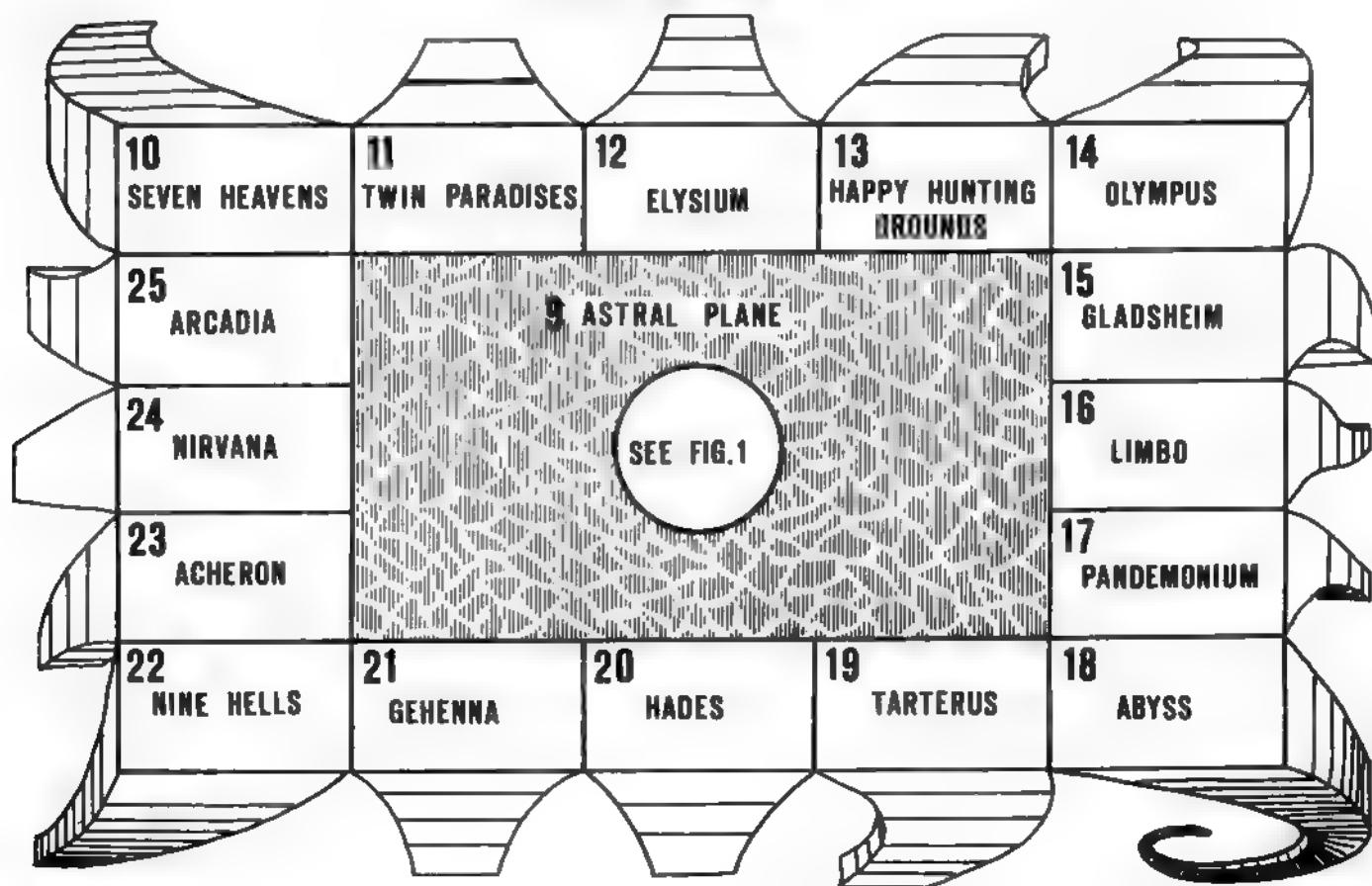
Appendix VI: Equipment Descriptions

ARMOR, SHIELDS AND HELMETS

Banded Mail is a layered armor with padding, light chain, and series of overlapping bands of armor in vulnerable areas. Weight is somewhat distributed

Chain Mail is padding plus interlocking mesh armor covering the upper and lower body. Vulnerable areas have multiple thicknesses. Weight falls upon the shoulders and waist of the wearer.

Chain, Elfin, is a finely wrought suit of chain which is of thinner links but stronger metal. It is obtainable only from elvenkind who do not sell it.

Leather Armor is shaped *cuir bouli* (leather hardened by immersion in boiling oil) cuirass and shoulder pieces and softer shirt and leggings.

Padded Armor is heavily padded, quilted coat and an additional soft leather jerkin and leggings.

Plate Mail is light chain with pieces of plate — cuirass, shoulder pieces, elbow and knee guards, and greaves. Weight is well distributed. (Plate armor is a full suit of plate which is no more weighty and a bit less bulky, considering what is known as "field plate." If you allow such armor in your campaign, use the same weight, with a 9" movement base and a base armor class of 2 sans shield. Such armor would be very expensive, c 2000 g.p.).

Ring Mail is relatively soft leather armor over padding. To the long coat of leather are sewn metal rings. This makes the coat rather heavy and bulky.

Scale Mail is armor similar to ring mail, but overlapping scales of metal are sewn to both coat and leggings—or a skirted coat is worn. As with chain, weight falls mainly on the wearer's shoulders and waist.

Shield, Large, includes such shields as the large Viking round shields or the Norman kite shields. They are made of wood, covered with leather, and bordered with a soft iron bonding at the edges.

Shield, Small, is the typical kite and heater shields or small round shields constructed as a large shield, or else made of metal (more rare by far).

Shield, Small, Wooden, is the same as other shields, but it lacks the metal binding and reinforcement, so it will be more easily split.

Splint Mail consists of light chain, greaves, and a leather coat into which are laminated vertical pieces of plate with shoulder guards.

Studded Leather is leather armor to which have been fastened metal studding as additional protection, usually including an outer coat of fairly close-set studs (small plates).

Bronze Plate Mail is an earlier, cheaper version of plate mail, and consists of thick bronze plates worn over leather or padded armor. Because it does not use iron-based metal, this armor is immune to the effect of rust monster attacks and similar perils. However, its protective quality is not as good as regular plate mail (AC 4 compared to AC 3), and in addition its construction makes the wearer more vulnerable to attacks from the rear, so that such attacks are made at +2 "to hit" in addition to other bonuses that may apply.

Elfin Chain Mail is an extremely rare form of armor made only by the elven peoples, who guard the secrets of its manufacture from adventurers — even those of their own race. It appears as a very light form of chain mail, and may be worn by thieves, although it may somewhat impair their abilities. Non-magical suits of elfin chain mail are sometimes given to those heroes who have performed some great and invaluable service for the elven peoples.

Field Plate Armor consists of light, interlocked plates covering the entire body and includes full visored helm, gauntlets, and armored boots Because of its well-balanced construction, it is only as bulky as chain mail, but provides protection that is superior to plate mail. Field plate must be fitted to its wearer by a skilled armor, and (if non-magical) can only be worn by the character for whom it has been manufactured.

In addition, field plate armor has the ability to absorb damage. For every die of damage that would be inflicted upon the wearer from any attack, physical or magical, the armor will absorb 1 point of that damage. (On a damage die roll of 1, the wearer would take no damage.) For example, the armor will absorb 1 point of damage from the strike of a long sword, and the damage from an *ice storm* (3-30, or 3d10) would be reduced by 3 points, and the damage from the breath weapon of a 9 HD dragon is reduced by 9 points. However, after the armor absorbs 12 points of damage in this fashion, it is damaged and must be repaired. Until repairs are made, it cannot absorb further damage and is considered one armor class worse in protective power. Damaged field plate armor may be repaired by a trained armor at a cost of 100 gp per point of absorbing power restored, and one day of time per point restored.

Full Plate Armor consists of perfectly forged interlocking plates backed with chain, covering the entire body. It includes an ornate visored helm, gauntlets, and armored footgear. Because of its balanced and expert construction, full plate is only as bulky as chain mail, but provides the best non-magical protection available. Full plate must be fitted to its wearer by an armorer, and (if non-magical) cannot be worn by anyone other than the one for whom it was prepared. It is normally worn only by cavaliers, paladins, and fighters of long service and many battles, and is only rarely donned by adventuring rangers, barbarians, and clerics.

Similar to field plate (see above), full plate can absorb some of the damage that would otherwise be suffered by its wearer. This capacity is 2 points per die of damage, so that on a damage die roll of 2 or 1, the wearer does not suffer any damage. Full plate can absorb as many as 26 points of damage in this fashion before needing repair. Until it is tended to, the armor will be one armor class worse in protective power and will not absorb any more points of damage. Full plate armor can be repaired by a qualified armorer at a cost of 200 gp and two days for each point of absorbing power restored.

Magic Armor:

When magic armor is worn, assume that its properties allow movement at the next higher base rate and that weight is cut by 50% There is no magical elfin chain mail.

Magic Shields:

Magic shields are no less weighty than their non-magical counterparts, but they are non-bulky with respect to encumbrance

Shield Use:

A shield is basically a barrier between its wielder and his or her opponent. It is used to catch blows or missiles. It can also be used offensively to strike or push an opponent. The shield can be used fully only to the left or front of the right handed individual. Attacks from the right flank or rear negate the benefits of a shield

Shield, Buckler is a form of small shield that protects the user against but one opponent (of the user's choice) during any melee round in which the shield is employed. It is small and easily carried, and may be strapped to the arm, making it able to be used by crossbowmen and slingers. A small demi-human such as a halfling or a gnome would be fully protected by the buckler, and it is treated as a small shield in those cases.

Small Shields: Bucklers and other small shields which are basically held with one hand are moved rapidly by the wielder, but they cover only a small area, so they are less effective by and large. Such shields are less cumbersome and fatiguing in employment, however, so no distinction is made between a small and a normal-sized shield in **AD&D.**

Large Shields: Although a large shield such as a Norman kite shield or a large Viking round shield covers much more of the body, employing one of these shields is far more difficult, as they are cumbersome and fatiguing. Therefore, large shields are treated as but +1 to armor class rating without a shield. Optionally, you may allow them to add +2 to this armor class rating with respect to small (non-war engine or giant hurled) missiles; if you do so, however, be certain that you also keep careful track of encumbrance

Helmets:
It is assumed that an appropriate type of head armoring will be added to the suit of armor in order to allow uniform protection of the wearer. Wearing of a "great helm" adds the appropriate weight and restricts vision to the front 60° only, but it gives the head AC 1. If a helmet is not worn, 1 blow in 6 will strike at the AC 10 head, unless the opponent is intelligent, in which case 1 blow in 2 will be aimed at the AC 10 head (d6, 1-3 = head blow)

WARHORSES AND BARDING

Warhorses are, of course, simply mounts which have been trained for combat. However, since horses tend to be nervous and skittish even when domesticated, it takes careful selection and training to create a true warhorse. The warhorse is obedient, inured to the noise and confusion of battle, and does not shy at sudden movement, nor become nervous at the reek of spilled blood. Furthermore, the warhorse is tough, has stamina, and will certainly be aggressive in battle. A perusal of the Monster Manual will show that ponies, draft horses, and wild equines have an attack form. This is their bite. Warhorses, however, are carefully trained to not only use their powerful teeth as weapons, but also to strike with their forehooves when in melee.

The *selection* of warhorses is possible for any character trained in mounted combat. Such characters include cavaliers, paladins, fighters, barbarians, and rangers. These classes can use the additional attack forms of their mounts, and can control them fully in battle.

The *creation* of warhorses is another matter altogether. A knowledgeable and skilled handler and trainer must carefully choose candidates (in most cases stud colts), train these candidates for several years, and then pass them on to individuals who will introduce them to battle. In so-called civilized states, such activity will be accomplished by military personnel and independent enterprises as well. In so-called barbaric areas, the whole process will typically be taken care of by the young boys and warrior men of the group, the process being part of the training to manhood and normal adult activity of the group. In this latter case, the animals will almost certainly be light warhorses, with the most sophisticated of groups breeding and training medium steeds as well, but only on a more limited basis. (The Mongols are a prime example of this latter case.)

A light warhorse was referred to as a *courser* in medieval Europe. Such a steed was relatively light, quite fast, and had great endurance. A typical light warhorse would be from 14 to 15 hands high, depending on the availability of stock and the size of the rider.

A medium warhorse was little more than a larger, stronger light warhorse. The typical example would be at least 15½ hands to about 16½ hands high. Such animals were the steeds of the elite Mongol lancers, Saracen elites, and general cavalry of Europe.

The heavy warhorse, the *destrier*, was a huge animal of 18 or more hands in height and massive bulk. The famous Clydesdales are horses of this type. The power and size of heavy warhorses allowed the heavily armed and armored feudal knights and nobles to crush all opponents not likewise equipped and mounted, until the longbow and pike proved themselves . . . in the hands of expert troops.

The heavy warhorse, the *destrier*, was a huge animal of 18 or more hands in height and massive bulk. The famous Clydesdales are horses of this type. The power and size of heavy warhorses allowed the heavily armed and armored feudal knights and nobles to crush all opponents not likewise equipped and mounted, until the longbow and pike proved themselves . . . in the hands of expert troops.

The light warhorse will certainly force a non-warhorse to move aside. A medium warhorse will overbear a light one, and the heavy warhorse will push aside, at the very least, any lesser steed. Such overbearing will force the lighter horse to a prone position, and the rider will be thrown unless that rider has horsemanship skills (such as those possessed by the cavalier). Mounts trained to combat will not only attack fiercely, but they will await a dismounted rider's return to the saddle, even going so far as to protect him or her from enemy attacks. A well-trained horse might even be able to bear a seriously wounded rider from the field/encounter to the home place

Barding is simply the term for the armor used to protect the mount. The armor so used covers the head, neck, and body of the warhorse. The main types of barding are:

Leather — adds 1 factor to AC, weighs 160#; includes various forms of padded barding.
Scale — adds 2 factors to AC, weighs 250#; includes various leather studding and ring mail armors.
Chain — adds 3 factors to AC, weighs 350#; includes various metal bands and plates, so the classification encompasses padded barding.
Plate — adds 4 factors to AC, weighs 500#; principally various pieces of plate with chain mail support in other areas.

The warhorse must be able to carry the weight of barding, in addition to the rider and other gear, in order to benefit from the protection of barding. Accordingly, the heavier types of barding are prohibited to the lighter types of horses. In other cases, a barded warhorse's movement rate will be reduced as shown on the following table.

Barded warhorse base movement rate

| Warhorse | Barding Type | | | |
	Leather	Scale	Chain	Plate
light	21″	15″	NA	NA
medium	17″	15″	12″	NA
heavy	15″	14″	13″	12″

NA = Not Allowed.

Endurance: The effect of wearing barding will be seen not only in relative base movement rate but also in the overall endurance of the mount, provided that the animal must wear the barding while traveling. As a rule of thumb, use the base movement rates given above to find the total number of miles the mount can travel in one day.

Magical Horse Barding: It is possible that magical armor for horses and other sorts of mounts can be fashioned. Such protection would be rare in the extreme and as such is not listed as a randomly found magical item. It would be worth at *least* five times the cost of comparable armor (by type, not class) for a character. The value of such magical addition can *never* exceed +3. Of such barding, 65% would be +1, 25% +2, and 10% +3. The type of magic barding found would be: leather 10%, scale 15%, chain 25%, plate 50%.

Elfin Chain Mail for Unicorns or Griffons: Protection of this sort can be allowed by the DM at his or her option. Weight and movement rate effect is equal to leather barding. Protection is equal to chain barding.

Barding for Other Types of Steeds: As a general rule, steeds able to fly are able to wear only leather (or elfin chain mail) barding. Movement rate should be reduced by one-eighth for such protection. Aquatic steeds cannot be effectively barded. Other types of mounts, such as elephants, for instance, can be barded, and only plate barding would have any significant effect on movement rate. Plate barding will reduce the movement rate of a very, very, strong mount by from one-fifth to one-eighth, with an elephant's movement reduced by the least, or one-eighth.

WEAPONS

Aklys: The aklys is a weighted, shortish club with a stout thong attached to the butt. While it can be used as a hand-held striking weapon, its principal employment is as a missile. Once hurled, the aklys may be retrieved by its thong. Of the hits scored with this weapon, 5% will be of the sort which entangle the target individual. If the target is man-sized or smaller, it will be dismounted or jerked to its knees or side (if not bipedal), at the wielder's option. Conversely, if the target is larger than man-sized, its actions might well jerk the aklys thrower prone. The weapon is tied to the wielder by a thong or cord of about 10 feet in length. When a hit is scored, a subsequent roll of 20 indicates entanglement. This condition persists until a round can be spent disentangling the aklys and thong, the thong is broken, the thong is severed (which requires 2 points of cutting damage), or the wielder somehow manages to divest himself or herself of the fastened line. Since the thong is usually secured to the wrist or gauntlet, such action can prove to be difficult.

Atlatl: An atlatl is simply a throwing stick for a short javelin. Its leverage and track provide greater range and velocity as well as better accuracy. (Ancient javelineers wrapped their missiles with a cord to impart spin, for they retained one end of this cord when the javelin was hurled. This also improved accuracy.) The shorter, lighter javelins associated with an atlatl inflict the same amount of damage because of their velocity.

Blowgun: The blowgun is principally used by jungle natives. Because it is long and rather fragile, it is an impossible weapon on the normal battlefield. The slightest jostling of the blowgun or its wielder will destroy the aim and make a hit impossible. (In actuality, the blowgun is usually set upon a rest so as to avoid swaying.) Natives employ an insinuative poison on blowgun needles (darts) in order to inflict fatal damage against all but the smallest of targets.

Caltrop: A caltrop is a four-pronged or six-pronged device (which in its latter form resembles a "jack" from the children's game of ball and jacks). It is about one-half foot in diameter, with three-inch-long, pick-like points radiating at about 70° or 90° from each other. It is tossed or placed on the ground to serve as an impediment to closing attackers. Intelligent creatures aware of caltrops in their path can usually move them aside or otherwise avoid them, although this will surely slow movement by one-half for a round. Unintelligent or unaware opponents will move through the field of caltrops at peril. Human armor class considers only footwear and does not allow for a dexterity bonus. For each foot/paw/hoof of movement through an area of one square yard of caltrops, a check must be made to see if a caltrop is stepped on. This check is made as if each square yard crossed was a 1 + 1 HD monster attacking the foot armor of the character. Any hit has a 25% chance of slowing movement by 25% for four days; hits on two feet/paws/hooves indicate the possibility of virtually no movement for eight days while healing takes place. (Spell use will, naturally, mitigate this.) Caltrops of smaller size can be employed, but these are not particularly effective if under a two-inch prong length, and for game purposes they can be ignored. Because of their size and composition, it is worthwhile to note that it is quite difficult to carry caltrops; they tend to poke through packs and sacks, and falling while carrying them could be disastrous! A box or similar container is usually necessary to transport them. These instruments require no proficiency or special skill to use.

Crossbow, Hand-held: The hand-held crossbow is the creation of the dark elves, and is much more common in their underground realm than in the surface world. These crossbows require only one hand to fire, but two hands to load and reload them. Dark elves commonly use insinuative poisons and sleep-inducing agents on their crossbow projectiles. In the latter case, a target hit by a dart tipped with this substance must save versus poison at -4 or fall unconscious. The basic cost of 300 gp listed for this weapon applies when the weapon is to be obtained from a non-drow source in the surface world; in the domain of the dark elves, such weapons are much more in evidence (and available), and may be purchased for as little as 30 gp. Likewise, the cost of special quarrels for this weapon will be reduced by approximately a factor of 10 (down to 10 gp each) if they are obtained from the dark elves.

Garrot: A garrot is a strangling device usually made of cord, but which can also be fashioned of cloth or wire. In order to be employed effectively, the wielder of the garrot *must* strike from behind, and the victim must be either unaware of the impending attack or else unable to take effective defensive action. A target that is completely surprised from behind would be subject to the effects of a successful garrot attack, but such a target engaged in melee with other characters (and as such dodging and evading blows) would not. The victim must be humanoid and have a relatively unprotected neck — even a stout collar of leather will prevent successful use of the garrot. The victim's neck must be no more than 1 foot above the shoulder height of the wielder of the garrot, and any limb, instrument, or weapon raised to prevent encirclement of the neck will foil that complete encirclement and reduce damage to 1 point. A successful hit will inflict the indicated damage, and will slay the victim at the end of the next round unless the wielder is caused to release the garrot. A successful attack on the garrot-wielder by any individual (the victim can attack, but is -2 to hit), a successful attack by any means of weaponless combat, or the victim's making a successful *bend bars* roll against the garrot itself will all spoil the attack and save the target's life. Unless the victim is normally entitled to more than one attack per round, he or she cannot attempt an attack and a *bend bars* maneuver in the same round; in this instance, the *bend bars* attempt counts as one of the victim's combat maneuvers in that round.

Harpoon: This weapon is a form of throwing spear with the head socket detachable in most cases. The head is fastened to a line so as to secure the target creature to the wielder or some object, provided the weapon strikes home. Against most targets, a hit from the harpoon indicates that the barbed head is buried or snagged. (See *aklys* above for details of this entangling effect, unless the harpoon line is secured to some stout object.) Naturally, the line attached to the harpoon must be of sufficient length to allow hurling to the range needed. Furthermore, this line must be able to run freely when the weapon is hurled (and possibly subsequently moved away with at great rapidity). In general, the following guidelines can be used when dealing with harpoon hits:

If the target creature has an intelligence of not less than 2, and likewise has some means of effectuating dislodgement of the weapon head or severance of the line, a saving throw versus poison is allowed. Success indicates the victim has freed itself. Failure indicates continued attachment, 1 point additional damage, and the possibility that the victim will be dragged 1 " closer to the harpooner if the wielder so desires and the victim is of a size, weight, and strength which enables the harpooner to do so (*cf.* kuo-toa in the FIEND FOLIO® Tome).

Hook Fauchard: This pole arm is principally useful as a device to dismount or fell opponents. It is a normal fauchard with its tip hook greatly elongated and curved into a sickle shape. The wielder attacks by making a sweeping motion to encompass the target with the hook of the weapon. A successful hit will have a 20% probability of dismounting or toppling (to knees or prone position) the target. This assumes that the wielder is larger than his or her opponent, or at least over 50% of the target's height and weight.

Lasso: This weapon does no damage in game terms. A successful hit, however, effectively creates the same situation as does a successful harpoon hit, only the lasso must be broken or severed to detach it if the wielder is exerting force to keep it taut. There is a 75% chance that the victim will be dismounted, and/or a 25% chance that the victim will be pulled off its feet if the target is bipedal and of a height and mass not greater than + 50% of the lasso wielder. Note that several creatures can combine to make this more probable, i.e. rider and mount, several individuals seizing the other end of the lasso line, etc. A lasso is severed by 2 points of cutting damage. Strength can snap a lasso, with a chance equal to that of bending bars, but only one such attempt is allowed in any given instance.

Man Catcher: A man catcher is a two-pronged pole arm. Each prong is curved to encompass a humanoid creature of man-size. Creatures larger or smaller than human size by 50% or more will be unaffected by this arm, for it either will not encompass them or else they can simply drop out of its prongs. The simplest form of man catcher has inward-curving prong ends. These allow entry into the encompassing area, but their inward points prevent egress — especially when the wielder is actively employing the weapon. The more complex form of the device has movable arms which are spread in an open position but close somewhat when the target contacts the lower (shaft area) portion of the man catcher. Both forms have sharpened edges and spikes to both damage the opponent and prevent the use of hands to escape the weapon. Anyone caught in a man catcher loses all shield and dexterity bonuses. Furthermore, he or she can be pulled and pushed about. This pushing and pulling will automatically inflict 1-2 points of damage per round. There is a 25% chance for the victim to be pulled off its feet to either a kneeling or prone position. Anyone caught in a man catcher may attempt to break out by making a successful *bend bars* roll. Multiple attempts may be made, but the character caught will take 1-4 hp damage with each attempt unless he or she is wearing gloves or other protective devices. Characters other than the one caught may rescue the caught individual by forcing the weapon's wielder to release grip on the weapon, or by hacking through the pole (6 points cutting damage).

Sap: A sap, sometimes called a blackjack, is typically a small leather bag filled with sand or a similar material (such as lead shot). The weapon is useful only as an instrument to concuss the target into unconsciousness, so any form of head covering makes it less effective. In fact, unless the head is uncovered, there is no chance the sap will cause unconsciousness, although damage will occur if a hit is made. An uncovered (or light-cloth covered) head struck by a sap has a 5% chance per point of strength of the wielder to cause unconsciousness. Strength greater than 18 means automatic unconsciousness; i.e., 18/01 strength is sufficient to cause this. A hit anywhere but on the head will inflict half damage only and have no other effect.

Spiked Buckler: The spiked buckler is the only effective form of the armed shield, for larger ones are too difficult to move quickly, and their projections form too easy a hold for opponents. The spiked buckler functions defensively as a standard buckler, capable of aiding the wielder's protection from one attack. Well-made spiked bucklers will have an edged spike, although the effective attack is by buckler thrust and seldom, if ever, a slash. When the wielder is fighting within arm's length of an opponent, the spiked buckler can be used for a separate attack during the round. Such attack is always made after the initial weapon attack, if any. Only one such extra attack per round is possible. If the spiked buckler is a second attack mode, the attack is made at -2 hit probability, this penalty cumulative with any others which are applicable.

Staff Sling: A staff sling is simply a pole of four or more feet in length with a pocketed thong of some sort fixed to its top end. The missile to be slung is placed in the widest portion of the thong, the free end grasped, and the staff swung forcefully, either sideways on an ascending curve or from the rear to overhead. At the proper time the free end of the thong is released, and the momentum of the swing carries the missile to its target. Note that the staff sling is much the same as a miniature siege machine. Its principal use is the hurling of small, relatively heavy missiles over some intervening obstacle, such as a wall. It is slower to use and less accurate than a normal sling, but it throws heavier missiles on a high trajectory. It does not have the range of a normal sling. It is so difficult to hit targets near to the slinger that for all practical purposes, the staff sling always operates at medium or long range only. If combustibles or like materials are slung with it, the *Grenade-like Missile Table* in the Dungeon Masters Guide should be used to determine results.

Sword, Falchion: The falchion gets its name from its slightly curved, vaguely sickle-like shape. While it could be treated as a scimitar (which term generally encompasses such sword forms as sabre, yatagan, and tulwar), many medieval European falchions were much heavier and the point was actually used for thrusting. It has, therefore, been included in the forms of swords possible in an expanded AD&D® game campaign. The Dungeon Master should assume that 25% of magic broadswords are falchions.

Sword, Khopesh: This weapon has no place in medieval warfare, for it is an Egyptian weapon which went out of use around the tenth century B.C. However, it is so interesting and it fits so well into the concepts of the game that it can be added if the DM approves of such. A khopesh has about six inches of handle and quillons. Its blade is then straight from the quillons for about two feet. The blade becomes sickle-shaped at this point, being about two additional feet long but effectively extending the overall length of the sword by only 1½ feet. The curved portion resembles a squared-off capital letter "D," complete with upper serif, but with the back (left-hand) bar missing. This makes the khopesh both heavy and unwieldy (thus the high number for speed factor), difficult to employ properly and undoubtedly hideously difficult and slow to recover, particularly after a badly missed blow. Nevertheless, the weapon will not only cause damage, but its sickle-like portion can snag an opponent or an opposing weapon. Unless the opponent is 50% smaller and lighter than the wielder of the khopesh (deducting or adding 5% per point or category over 18 of strength difference to arrive at final mass), the weapon will simply make it impossible for the snagged opponent to get in an effective attack for 10 segments. If smaller and lighter, the opponent will either be pulled to the ground (25%) or impeded in an attack (75%) when snagged.

A weapon can be snagged only if it has protrusions or indentations, but the only smooth weapons for this purpose are daggers, swords, spears, and the like. Just as with snagging an opponent where any hit has a 5% chance to do so, any miss also allows a 5% chance for snagging the opponent's weapon, if applicable. If an opponent's weapon is snagged, there is a 10% chance it will be torn from his or her grasp. Failing that, the snagging will either disallow the opponent the opportunity to effectively attack for 10 segments (80%), just as a body/equipment snag would, or else the opponent's strength and/or leverage would tear the wielder's grasp (10%).

Because of this weapon's ancient origin and unusual shape, it is an ideal druidical instrument. The DM should consider placement of both normal and magical khopeshes in the campaign, aiming especially at druidical use. Of all magical scimitars discovered, 10% will be khopeshes.

Whip: The whip is a dangerous weapon only in the hands of a highly skilled and well trained user. To inflict damage, the whip must contact exposed, or lightly covered, flesh. Heavy clothing or thick hair/fur will be of considerable protection until torn away by repeated lashing. (Thick hide, such as that of an elephant, rhinoceros, or hippopotamus, will allow a slight sting at best, with no real damage inflicted.) Heavily scaled or otherwise protected opponents will not even feel the lash of a heavy leather whip, even with a weighted tip.

However, the whip also has another use. It can entangle an opponent's limb(s) or weapon. Any hit scored on an opponent means that an entanglement of some sort will occur. If the whip is in nonproficient hands, the chance is only 5%. In proficient hands, there is a 5% chance per level of the wielder for entanglement, but only at the wielder's option. The entanglement will be one limb (50%), two limbs (10%), the weapon arm and weapon (20%), or the head (20%, or 40% in the case of an opponent not using a weapon)

One-limb entanglement indicates no effective attack for 10 segments. Two-limb entanglement indicates the same, with a 25% chance that the opponent will be kneeling or prone for that period and must thereafter recover its feet. A hit on the weapon arm/weapon indicates no effective attack for 10 segments and a 10% chance that the weapon will be lost. (If the weapon is edged, there is a 50% chance that the whip will be severed and useless instead.) A neck hit indicates the opponent can make no effective attack for 10 segments, and additional garrot-type damage will be scored if the opponent has no throat protection such as thick hide, heavy leather, armor, mane-like fur or hair, etc. A proficient wielder can disentangle the whip by rolling his or her dexterity or less on 3d6 minus 2. Otherwise, the whip remains entangled until it is broken or severed, or until the wielder pulls it loose, or until the opponent does so (the chance of this last occurrence is 5% + 1% per point of strength of the victim).
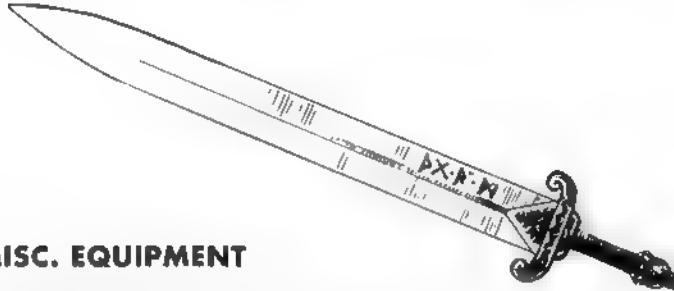
MISC. EQUIPMENT

Air Bladder: This is an airtight leather sack that can aid characters in many varied situations underground. The bag has two principal purposes: as a flotation device and as a very limited air supply container.

When used for flotation, an air bladder is filled with air and held by a character in the water. Air bladders generally have several straps for just such a purpose. A character holding an air bladder does not have to exert himself to remain afloat, nor does he need to be able to swim. By kicking, the character can move at 1/3 of his normal swimming speed. Of course, the effects of hypothermia can still endanger characters using air bladders.

The secondary function of an air bladder is to provide air to a character who might otherwise suffocate or drown. If the character is resting, an air bladder can provide him with enough air to last a full turn. The rate of air consumption increases at the proportions described under the Air Supply rules (page 36) when the character exerts himself.

Baskets: These woven containers are not waterproof, but hold most nonliquid substances. Each basket comes with a lid that can be latched tightly.

Beacon: A beacon is essentially a very bright lantern that is too large to be carried by hand. It must be mounted on some kind of structure, such as a building, wagon, or boat.

A beacon can project light in a cone shape up to 240 feet from its source. The cone is only two feet wide at its source, but broadens into a 90-foot-wide fan at its extreme end. Because of its high output, a beacon burns a pint of oil in 10 turns of operation. A beacon can be tightly shuttered so as not to emit even a trace of light.

Birdcage: This is a wicker cage, capable of holding up to three songbirds. It is about 18 inches high and one foot in diameter.

Box: These small metal boxes are completely light proof and airtight when sealed. They are useful for storing items that a character does not wish subject to magical inspection. Boxes also serve as handy containers for gems or other objects that have been enchanted with *permanent light* spells.

Boxes are about two feet wide, two feet long, and 1 1/2″ deep.

Crampons: These are iron spikes that can be attached to a character's boots. Their function is to provide better footing on ice or other slippery surfaces.

Drill: This iron tool can slowly bore a hole through wooden or stone barriers. The hole is about one inch wide, and up to nine inches deep. A character, by heavily exerting himself, can drill through one inch of wood in a turn, and one inch of stone in three turns. When in use, the drill makes a grinding noise that is audible up to 120 feet away.

Grappling hooks: These two- or three-pronged hooks are designed to be thrown at a surface that the hooks catch on to. A rope is nearly always attached to a grappling hook.

Lantern, waterproof: This is a tightly enclosed lantern that produces an amount of light equivalent to a normal lantern. The waterproof lantern contains a flame that is carefully shielded against water dousing and gusts of wind.

If a waterproof lantern is taken underwater, the area of illumination is reduced to a 10-foot radius instead of the normal 30 feet. While water does not extinguish the flame, it is soon extinguished because of lack of air when underwater. If a waterproof lantern is submerged, the DM makes a secret d6 roll. The result is the number of rounds the lantern continues to burn.

Lard: This common substance is occasionally employed as a lubricant to help large objects, including characters, squeeze through small holes. A character who has been smeared with lard can squeeze through a passageway that is only 80% as wide as the minimum passage needed, as explained under the movement rules (page 21). Lard is also mildly flammable, but unlike oil, it burns too stubbornly to function as a weapon. When smeared with lard, a character who sustains any damage from a fire-based attack suffers 2 hp extra damage per round for 1d6 rounds.

Lard can also serve as an insulating coating for swimmers who enter very cold water. See the hypothermia rules (page 42) for exact effects.

Oil, waterproofing: This type of oil is harvested from creatures who have developed very effective insulation systems. Seals and minks are common sources of waterproofing oil. One pint of oil is enough to thoroughly coat two square yards of leather or wool material. Cotton material cannot be effectively waterproofed.

When a material has been treated with waterproofing oil, it completely repels water for 1d6 + 6 turns if the water is pouring or showering onto the material (as in rain). If the material is immersed in water, it remains completely waterproof for only 1d6 turns. If the material starts to leak in either case, it grows slowly wetter for 1d6 turns, after which time it is completely saturated.

Pickaxe: This essential ingredient of every miner's kit is required if characters are to excavate at full efficiency (the excavation rate is only 1/2 of maximum without pickaxes). In desperate conditions, a pickaxe can be used as a weapon. In addition to normal nonproficiency penalties, a pickaxe used as a weapon suffers an inherent -2 on all attack rolls because of its unwieldiness. If the blow lands, however, it inflicts a hefty 1d10 points of damage to small or medium creatures and 1d20 points of damage against large creatures.

Powder, Chalk: This is a white powder that can be used for a wide variety of purposes, limited only by a player's imagination. A single container holds enough chalk powder to thoroughly cover a 20-foot-square section of floor, or up to eight human-sized characters. If the powder is scattered on the floor, any creatures walking through it leave footprints. When hurled through the air or smashed against a wall, it creates a 10-foot-diameter cloud of dust that settles on all creatures within the area. Thus, invisible creatures can be discovered, and creatures or objects that are too dark to easily distinguish can be made lighter in color.

Pulley: This simple machine is typically purchased with a wooden block and a sturdy hook at the top and bottom. In addition to standard pulleys that accept only one loop of rope, there are pulleys that accept two or even three loops of rope.

A single pulley allows a character to change the direction of force when lifting or moving something. For example, by pulling down on a rope, you can lift a heavy weight up. Two single-rope pulleys allow the direction of force to be changed, and double the amount of weight that can be lifted. Two double-rope pulleys quadruple the amount a character can lift. Two triple-rope pulleys increase a character's lifting ability by six times. Of course, very solid means of attaching the pulleys must be found before they can be used effectively.

Reed, hollow: This is a slender straw that, if used carefully, enables a character to breathe while completely submerged under water. The reed is inserted into a character's mouth, and his nose is sealed with wax or by other means. By lying on his back with the straw sticking up like a small periscope, the character can remain underwater and breathe.

Because of the character's upside-down position, it is very difficult for him to remain concealed while moving. The maximum a character can move is 1/3 of his normal swimming movement rate. In addition, if a character attempts to move while breathing through a reed, he stands a 10% chance per round of creating a tell-tale ripple on the surface of the water. If the character simply floats with the current, however, no such risks are entailed.

Shovel: This is another item standard to every miner's supplies. If a group of characters lacks shovels, the amount of excavation they can accomplish in a day is reduced by 50%.

Whistle: This is a simple device of hollowed wood, bone, or reed. When blown, it creates a piercing sound audible up to 1,000 feet away.

Collapsible Boat: The hull of this craft is made of skins and the frame is a folding series of wooden spars. This boat folds down into a package that can be carried in a backpack, although such a load fills the backpack. It can be unfolded into a shallow boat (equivalent to a small rowboat) in 1d3 turns, and can be folded back down in an equal amount of time. If carried when wet, the collapsible boat weighs twice the listed amount.

Canoe: This small boat is designed for light loads and easy paddling. It is much swifter and more maneuverable than a rowboat, but is also more susceptible to capsizing. A canoe can carry three characters with normal gear or two characters with heavy gear. Large canoes can hold nine characters with normal gear or six characters with heavy gear.

Kayak: This one-character craft works very well in rough or cold water. The kayak has a layer of oilskin completely surrounding its frame (except for a small opening for the kayaker), so even capsizing does not cause it to fill with water.

Secondary Skill and Equipment Descriptions

1st Edition does not use "Proficiency Checks". Rather, DM's instead judged results on; relevant attribute ratings, working conditions., artisan experience, dicates of the game/story as well as common sense to guide them, while the player(s) rolled 3 or 4d6 under the target.

It is impossible to remove all Prof Chk terminology without re-typing entire passages of text; therefore mentions are mitigated. Try home brew or 2nd Edition to use Proficiency Checks, they are not 1st Edition. -PF

Proficiency	Appropriate Ability	Die Roll Modifier
Animal Trainer	Wisdom	0
Armorer	Intelligence	-2
Blacksmith	Strength	0
Boatwright	Intelligence	-2
Bowyer/Fletcher	Dexterity	-1
Carpenter	Strength	0
Gem Cutter	Dexterity	-2
Leatherworker	Intelligence	0
Miner	Wisdom	-3
Potter	Dexterity	-2
Smelter	Intelligence	-2
Stonemason	Strength	-2
Weaponsmith	Intelligence	-3
Weaver	Intelligence	-1

Animal Trainer: A character with this proficiency must declare what type of creature he will specialize in at the time the proficiency is first gained. Common examples include horses, dogs, falcons, pigeons, or elephants. A character can select a more exotic species if he wishes.

Any additional proficiency slots gained can be used to increase the character's Proficiency Check modifier in the type of animal chosen, or can be used to add another type of animal that the character is able to train.

The training of an animal for a typical role requires three months. An animal trainer can have up to six animals in training at a given time. Typical roles include guarding and attack (for dogs), riding (for horses), and heavy labor (for elephants). Such training grants a +10 modifier to the character's Proficiency Check at the end of the training period.

Animals that have been trained in their typical areas can occasionally be given additional training to increase the number of functions that they can perform. Such additional training requires another three months, and an animal trainer can work with no more than three animals during this type of training. Examples of additional training include training elephants, horses, or dogs for war, and training falcons to retrieve specific objects. The DM must decide the chance of success if a character attempts to train an animal to perform a task at the very limits of possibility.

After the advanced training period is over, the character must make an unmodified Proficiency Check for each animal trained. Success means that the animal can perform the advanced tasks it has been taught.

Armorer: This character can make all of the types of armor listed in the *Players Handbook* and *Unearthed Arcana* tomes, given the proper materials and facilities. When making armor, the Proficiency Check is rolled at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of AC below 10. For example, a shield would require two weeks of work, whereas a suit of full plate armor would require 18 weeks of work.

If the Proficiency Check indicates a failure but is within four of the amount needed for success, the armorer has created usable, but flawed, armor. Such armor functions as one Armor Class worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character's AC immediately drops four additional classes (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the broken armor (a process requiring 1d4 rounds), the character moves at 1/2 of his normal rate and suffers a -4 modifier on all of his attack rolls.

If an armorer is creating a suit of field plate or full plate armor, the character who will use the armor must be present at least once a week during the creation of the armor, since such types of armor require very exact fittings.

Blacksmith: A character with blacksmith proficiency is capable of making tools and implements from iron. Use of the proficiency requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

A blacksmith is also capable of making a limited collection of weapons, primarily hammers and maces. He can make a weapon provided that it does not have a sharp edge or sharp point.

Boatwright: The boatwright, or boatbuilding, proficiency allows a character to construct all sorts of watercraft, up to a maximum size of 60 feet long. Larger vessels require the skills of a character with shipbuilding proficiency, an area outside the province of underground exploration.

The time period required to build a boat depends on its size. As a general guide, the boat requires one week of construction time per foot of length. Two characters with boatwright proficiency cut this time in half; three reduce it to one third, etc. A maximum of one boatwright per five-foot length of the boat can work on the vessel simultaneously.

The basic boat includes the hull, masts, deck, and benches as required. Additional features such as a cabin or sealed hold add about a week apiece to the construction time. Characters without boatwright proficiency can aid the boatwright in construction, but it takes two such characters to equal the time savings that one additional skilled boatwright would provide.

Bowyer/Fletcher: This character can make bows and arrows of the types given in the *Players Handbook* weapons lists on pages 37 and 38.

A weaponsmith is required to fashion arrowheads, but the bowyer/fletcher can perform all other necessary functions. The construction time for a long or short bow is one week; composite bows require two weeks; 1d6 arrows can be made in one day.

When the construction time for the weapon is completed, the player makes a Proficiency Check. If the check is successful, it means that the weapon is of fine quality and will sustain many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited lifespan: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his d20 attack roll.

Option: If a character wishes to create a weapon of truly fine quality and the DM allows it, the player can opt to use this alternate procedure for determining the success of his attempt. When the Proficiency Check is made, any failure means that the weapon is useless. However, a successful check means that the weapon enables the character to use Strength bonuses to attack rolls and damage. Additionally, if the Proficiency Check is a natural 20, the range of the bow or arrow is increased by +2″ for all range classes.

Carpenter: A character with carpenter proficiency is needed for the construction of wooden shelters, towers, barricades, and other structures. A single carpenter can build a wooden object the size of a 10-foot cube in a week. This time can be reduced by helpers, so that seven characters—only one of whom must be a carpenter—can build a 10-foot cubic structure in a day. One carpenter is needed for every nine non-carpenter workers.

Gem Cutter: A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. Every gem-cutter must work with a good light source, and needs an assortment of chisels, small hammers, and specially hardened blades.

Leatherworker: This proficiency allows a character to tan and treat leather, and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

Miner: The uses of this proficiency are primarily described and expanded upon in the rules on mining (page 49). A character with this proficiency is needed to find a site for a mine, and to supervise the operations of the mine.

Potter: A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two items of small or medium size, or one item of large size per day. Then the pieces of pottery must be fired in the kiln for an additional day.

The raw materials involved cost three cp to make a small item, five cp to make a medium-sized item, and one sp to make a large item.

Smelter: The smelter proficiency is closely tied to the miner proficiency, since between them they provide all of the metal used in the campaign world. A character with this proficiency can operate a smelter, which is essentially an extremely hot forge. Using this forge and the occasional application of certain liquids, including water and acids, the smelter separates the metal from the rocky ore with which it is usually mined.

The amount of ore that can be processed is more a function of the size of the smelter than the character's working rate. A small smelter can process ore as fast as four miners can produce it. A medium smelter can process the ore excavated by up to 20 miners. A large smelter can process the ore excavated by up to 100 miners.

Because of the materials needed to operate it, a smelting operation costs money to maintain. This expense is in addition to the cost of the smelting equipment itself (listed on the new equipment tables). A small smelting operation costs five gp per day to operate; the cost of a medium smelting operation is 12 gp per day, and a large smelting operation costs 25 gp a day to run. The smelter only costs money when it is operating. Thus, it is common practice to collect a stockpile of ore before beginning to smelt it, so that the smelter can run at maximum efficiency until all the stockpiled ore has been processed.

Stonemason: A character with this proficiency is able to build structures from stone in such a fashion that they last for many years. The stones are often, but not always, mortared together. A stonemason equipped with chisels, hammers, wedges, and a block and tackle can build a section of wall one foot thick, 10 feet long, and five feet high in a day.

Weaver: A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.

Equipment for Secondary Skills

The list of equipment for proficiencies provides the initial cost of the equipment needed to begin work, and the minimum amount of space that the operation requires. If the necessary space is not available, the proficiency is only partially effective.

The costs given do not include raw materials that characters must buy before they can begin to use most proficiencies. An armorer or blacksmith, for example, needs to have a supply of iron, as well as hardwood or coal for his forge. The cost of raw materials is 11-20% (1d10 + 10) of the value of the finished work.

Animal Trainer	100 gp	1-20 acres
Armorer	1,250 gp	20' x 20'
Blacksmith	1,000 gp	30' x 30'
Boatwright	1,000 gp	50' x 120'
Bowyer/Fletcher	250 gp	20' x 20'
Carpenter	400 gp	Varies by task
Gem cutter	2,225 gp	15' x 15'
Leatherworker	300 gp	15' x 15'
Miner	750 gp	Varies
Potter	600 gp	20' x 30'
Smelter	2,000 gp	50' x 50'
Stonemason	250 gp	Varies
Weaponsmith	1,500 gp	40' x 30'
Weaver	500 gp	30' x 30'

The following descriptions provide brief introductions to the various proficiencies. Interested players are encouraged to learn more by reading of these arts during medieval times.

Animal Trainer: This character needs little in the way of specialized equipment. At the most, a few harnesses or leashes may be necessary. The training of most types of animals, however, does require a great deal of room. Generally, some kind of outdoor space is necessary. If an animal trainer elects to raise or board animals at the same time, he must also supply shelter and food for them.

Armorer: An armorer requires a small forge, several hammers, and at least one small anvil. A collection of metal files is also necessary. Since the armorer needs an especially hot fire to melt the high-quality iron and steel used in most types of armor, good ventilation and exhaust must be provided.

Blacksmith: The blacksmith's craft requires much the same equipment as the armorer's, except that the blacksmith needs a greater assortment of each sort of tool. Many of these tools are of much greater size than those of the armorer. On the other hand, the blacksmith usually works with a cruder grade of iron than the armorer, does, and consequently his tools do not have to be of such high quality.

Boatwright: The boatwright needs to make a major investment in tools or facilities, and needs to choose his location with care. With the exception of kayaks, canoes, and small rowboats, boats must be built close enough to a body of water that they can easily be launched. The amount of space a boatwright needs is roughly equal to the size of the boat being built, plus 10 feet in all directions. The tools of the boatwright include all carpentry tools plus pitch or tar.

Bowyer/Fletcher: This is another profession that requires little in the way of tools beyond an assortment of knives and vises.

Carpenter: The carpenter needs an assortment of woodworking tools, including hammers, spikes, axes, and chisels.

Gem Cutter: This character needs a collection of finely tooled chisels, hammers, and vises. Good light sources are also important. Most gem cutters keep sturdy safes or strongboxes to protect their valuable materials.

Leatherworker: The tools of the leatherworker include punches, needles, knives, scissors, and oils for treating the leather.

Miner: The amount of equipment needed by a miner varies considerably with the type and size of the mining operation. A character who simply intends to pan for gold in a stream needs little more than a shallow pan and a container for his findings.

A tunnel mine involves a great deal more work and equipment. Picks and shovels are needed to excavate the ore, and timbers, hammers, and spikes are necessary to shore the tunnel. If the tunnel is long, a few mining carts are probably needed to help move the ore. As the tunnel grows, so does the need for equipment.

Potter: A potter's operation can be quite small, the largest object being the kiln. The size of the kiln limits the size of the objects the potter can make.

Smelter: A character pursuing this vocation must set up a large, sophisticated, and rather expensive operation. An efficient furnace capable of creating extremely high temperatures is central to the smelting operation. A bellows system, usually operated by an individual, is necessary to fan the fire. A system of feeding the ore into and removing it from the fire is also necessary. This might be a series of iron buckets that slide along a rail or track through the furnace, or a huge cauldron or stone trough.

Stonemason: Like a carpenter, a character with this proficiency usually goes where there is work. The most limiting factor of the mason's task is the availability of stone. Often stones can be gathered in the immediate area where they are needed. Usually a stonemason maintains or has access to a sturdy wagon and a few oxen, so he can transport his materials if need be.

Weaponsmith: This character needs to maintain a small blacksmith's shop, with an additional array of tools for finishing the fine detail work required in putting edges and ornamentation on weapons.

Weaver: A weaver can do his work in a very small area. If the wool or cotton must be spun by the weaver, then the area listed on the table is needed. A weaver's initial costs include a spinning wheel and loom.

Appendix VII: Pole Arms

An astonishing number of different weapons were employed during the medieval period. What is nearly as surprising is the lack of uniformity of names by which these weapons are called. Seemingly, authors who should be authorities in this regard carelessly brand one sort of weapon under an entirely mistaken classification, thus confusing the uninformed reader and generally making identification difficult and uncertain An outstanding example of this misnaming of weapons appears in *Warriors and Weapons of Early Times* by Niels M. Saxtorph, where an obvious morning star is identified as a mace. While the general use of both weapon types is the same, they differed sufficiently to make it rather important to distinguish between the two, viz.: a mace is usually a short-shafted weapon with a flanged head, the whole cast in one piece; a morning star is a longer weapon, typically employed by infantry, with a wooden shaft and head, the latter set with radiating spikes.

If errors in terminology can be found in works dealing with such easily identifiable and classifiable weapons as maces and morning stars, readers are cast into a veritable morass of disagreement — possibly out-and-out-error — with studies that treat the scores of pole arms common during the Middle Ages.

Such confusion must be anathema to the serious student of the medieval period, be he historian or historical game enthusiast Based upon research of the subject done for various reasons, a system of classification and nomenclature is presented here that seems both reasonable and easy to use But first, let us consider just what medieval weapons were.

Most weapons employed during the Middle Ages were either developments of hunting weapons or adaptations of agricultural implements. Arms developed from simple, basic forms into more sophisticated ones as the art of warfare developed during the centuries. Weapons from the late medieval period were either far more specialized than the models from which they sprang, or else were combination weapons trying to combine the strengths of the more specialized arms. In fact, it is the classification of the highly specialized weapons and the multi-formed ones which cause so much confusion amongst writers. The differences are important, and they must be made clear.

To begin with, a definition of pole arm should be set. A pole arm is, in simplest terms, a weapon on the end of a stick Pole arms are infantry weapons. The additional reach the pole gives affords the wielder of the weapon the advantage of striking the enemy before he himself can be struck, or holding the enemy at a distance. The ultimate pole arm was the 18-21 foot pike — but an axe blade attached to a 5-foot-long haft is just as much a pole arm, so it is already evident to the reader just how wide a number of weapons is encompassed by the term.

The system of classification outlined here presupposes that any weapon considered has a haft or shaft length of not less than 5 feet.

THE SPEAR FAMILY

Spear

The spear is a dagger set atop a pole. It is so ancient a pole arm that it is not generally mentioned in the class, but the spear is such a weapon. It is principally a thrusting weapon, but if a broad blade is used (such as that often referred to as an *ox tongue*) it can also have a secondary cutting function, especially when the blade is lengthened considerably. Spears of 12 feet or so in length are often referred to as *ash spears* in English writings, and when they reach such length, they are often confused with pikes.

Lance

A lance is a long spear carried by a mounted man. Norman lances were about 12′ in length, some less, but later in the Middle Ages the

The pole arms illustrated on these pages are drawn in scale with respect to each other, and are shown here at approximately 1/20 of their actual size; the lance on the right edge of this page is 7½ inches long from tip to tip, or 15 feet long in scale. This size ratio only applies to the lengths of shafts and the general size of blades or points placed thereon; the thickness of a shaft or the detailed dimensions of a complex blade may not be literally in scale.

Spears ——— ——— Lances ———

Awl pike

Pikes

Ranseur Ranseur Spetum Spetum Spetum Spetum Partisan Partisan Partisan Partisan
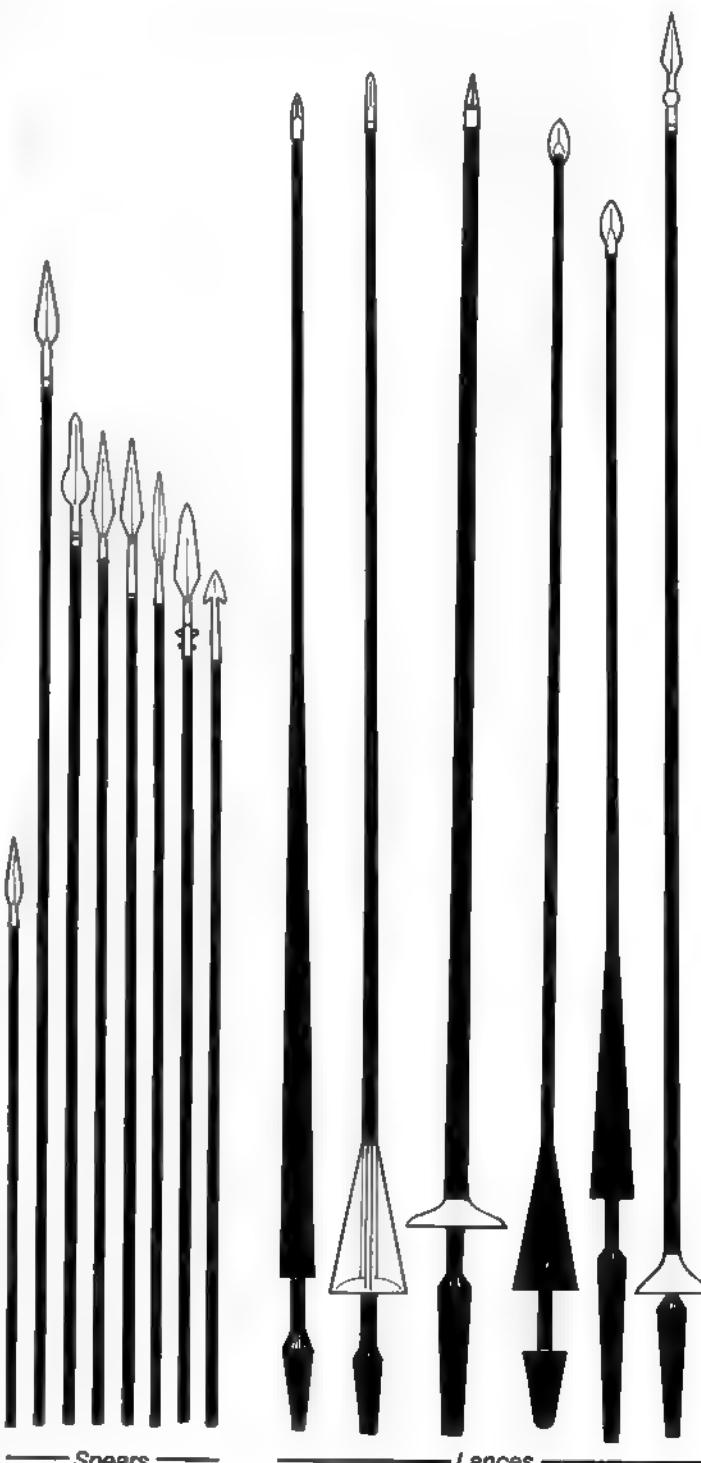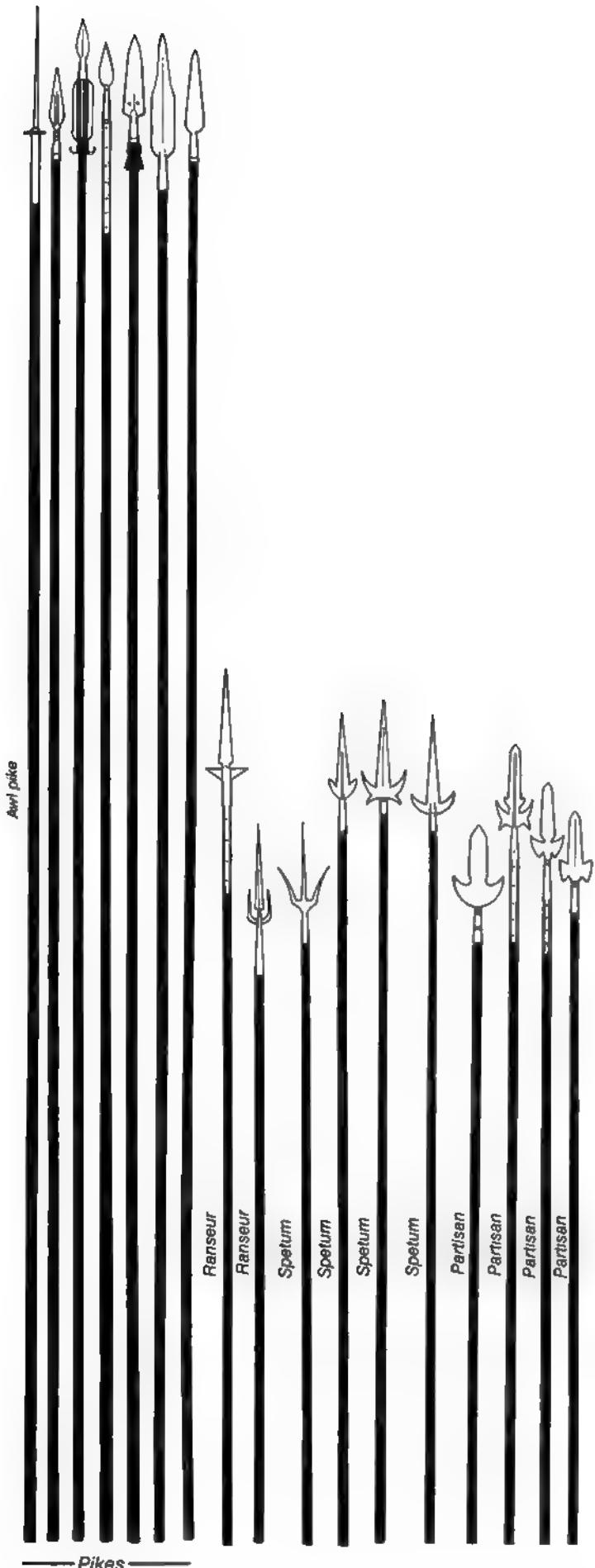
weapon grew to an average length of about 14′ — thus effectively giving the horseman about 10′ of reach beyond the horse's head when charging. Just as with the spear and pike, many different heads were attached to the end of the lance shaft to meet the requirements of varying opponents armor. Austrian knights and men-at-arms used these weapons to considerable effect against the Swiss, when the Austrians dismounted and fought a Swiss force which did not have the high percentage of pikes which was common to Swiss armies in later years (cf. Battle of Sempach, 1386). For this reason, the lance should be mentioned in a description of pole arms. Generally it was a horseman's weapon and not a true footman's weapon.

Pike

Although there is no set rule, any spear with a shaft of 15′ or longer is considered to be a pike. The pike is designed to deliver a thrusting attack at an opponent at long range, and its great length was used to keep him there, as the weapon was always used in mass. One of the most common form of pike is the *awl pike*, a strictly piercing weapon, although there are many other forms of blades which were used Swiss and German pikes were fashioned so that metal protected the wooden shaft up to 2 feet from the head, so that an enemy could not easily lop the blade off and make the weapon useless.

Other Members of the Spear Family

We now come to the many specialized and combination forms of the dagger on a stick. This is not to say that all pole arms equipped with a spear head (dagger) should be considered as spears or variations thereof. To the contrary, this is an error all too common amongst writers treating pole arms, identifying the weapon by a secondary rather than a primary function, and losing all sense of what the weapon was for (as will be demonstrated later). The primary function of a spear is thrusting, thus, the specialized and combination pole arms belonging in the spear family should be primarily used as thrusting weapons.

Spetum

The spetum was probably designed to increase both offensive and defensive capabilities of a normal spear. To a sharp, tapering point two blades which point forward at about 45° are added to provide secondary attack modes, deflect opponents' weapons, and catch and hold opponents at a distance if penetration with one of the blades is not achieved. Weapons in this same class are the various *corseques* or *korsekes*

Ranseur

At first glance, a ranseur appears to be a form of spetum, or vice versa, but the purpose of the design of the former weapon is more complex than that of the latter. A ranseur's secondary blades are backward-hooking projections set well below the large central blade. The spearing function of the weapon is apparent, and the deflection includes the trapping of opponent weapons in the space below the main blade, where a twist of the shaft would apply pressure from it or the secondary projections to either break the caught weapon or disarm its wielder. Additionally, the side projections provide both a means of holding an opponent at long range or of pulling mounted opponents off their horse Similar weapons (or synonymous names) are *chauve souris*, *ransom*, *rhonca*, *roncie*, and *runka*

Partisan

This form of pole arm is basically a spear — often with an ox tongue blade — to which a pair of small axe heads were added below the dagger blade. To the thrusting stab of the spear was added the defensive use of the side axe blades and their cutting/penetrating potential Later versions of the partisan yielded a gradual change in the axe blades, so that they became almost unrecognizable as such. Typical of this is the *Bohemian earspoon*, a form of partisan where the axes have been changed to serve as piercing spikes (primarily to be used against plate armor) with a ranseur-like function. It is very common to see confusion between spetums, ranseurs, and partisans. This espe-

cially holds true of late-period partisans, where there are additions to the side blades of spetum-like projections and ranseur-like gaps for trapping opponent weapons.

Thus, the spear family is composed of the spear proper; the long spear, or pike, the spetum; the ranseur; and the partisan. All weapons in this class are basically daggers atop a sturdy pole, with trimmings added to make the weapon more efficient in one way or another.

THE AXE FAMILY

The pole axe

The axe took many forms and was combined with many basic forms of weapon to make a prolific family, but some of the pole arms bearing the name do not really belong to the genre. The axe has two basic head forms, broad and narrow. The latter form is usually thicker than the other, in order to give it the necessary weight. A related form of the axe is the cleaver, a butchering tool which was adapted for military use also. Many pole arms in the axe and cleaver families also had spear points to provide some secondary thrusting capability, but again the primary use of the weapons of these types was chopping at one's opponent rather than thrusting toward him.

Strictly speaking, a pole axe is nothing more than an axe head of any sort set upon a long haft in order to deliver an earlier and more forceful blow. It can be double-bitted, backed by a spike, and/or topped off with a dagger (spear) point, but it is still recognizable as an axe.

Halberd

This form of a pole axe is seen as a convex-headed broad axe in early examples, but the head is set at a convenient angle (considering the point where the blade is most likely to impact upon an enemy), so this alone makes it quite distinct from an ordinary long-hafted axe. The whole weapon often reached 8 feet in length. It was also always topped with a fairly long spear point and backed by a spike, which was often angled or hooked slightly downward. The spear point is, of course, designed to keep opponents at bay and deliver a thrusting attack. This proved quite useless when opposing mounted knights armed with lances (cf. Battle of Arbedo, 1422). The opposing spike was for penetration of heavy plate armor, with a secondary function as a hook for dismounting opponents.

The halberd was used extensively, particularly by the Swiss and Germans, and considerably modified and developed over the course of two centuries. Concave blades, some very pronounced, were not uncommon, and some halberd heads were made smaller (as the piercing axe) in order to better penetrate armor. Many of these weapons pictured in texts on arms are not battle arms, but rather fanciful parade arms. There are examples of bills and voulges which are called halberds, but the discerning reader will note the differences in form, especially when keeping in mind the weapon's possible use. According to C.W.C. Oman, the English brown bill was a halberd in all respects save the back spike.

Bardiche

This very broad and heavy axe links the pole axes to the pole cleavers as a sort of transitional step between the two forms, although its only obvious use is as a military arm. A bardiche head ranged from about 2 feet to over 3 feet in length, and it was attached to its haft with two rings or a single one in those examples where the blade is shorter and backed with a hammer head or spike. The bardiche in all of its forms was very heavy and cumbersome — more so by far than a halberd — and was used principally in Eastern Europe.

As stated, the family of axes set on poles for use in war overlaps into many other weapon forms, but its only true members are the pole axe; the halberd (possibly the brown bill), and the bardiche. The related cleaver-type weapons are so similar in function, however, that they can almost be treated as pole axes.
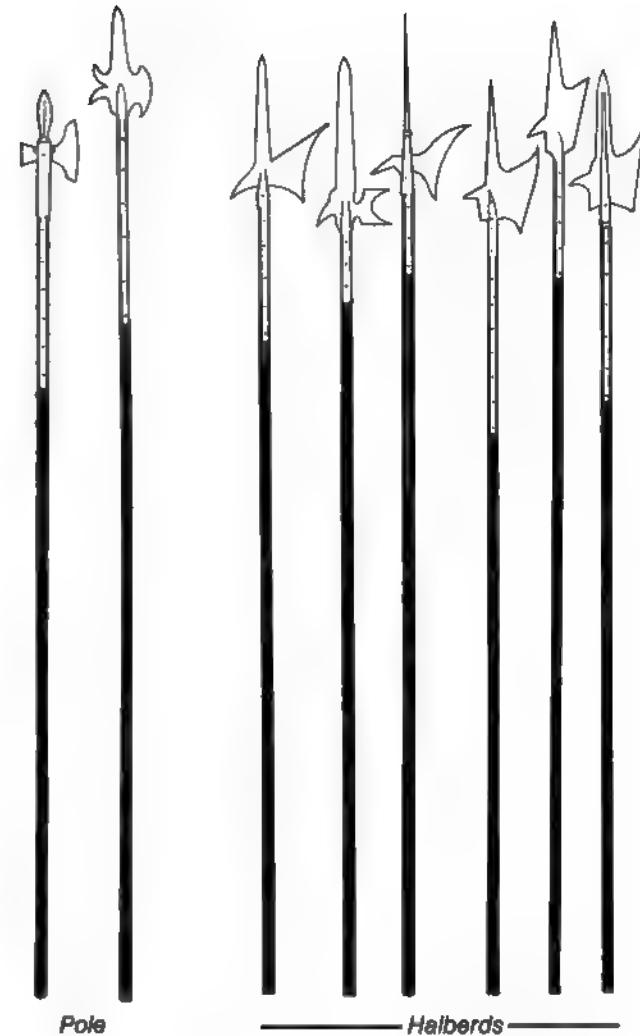
Pole

Halberds

Bardiches
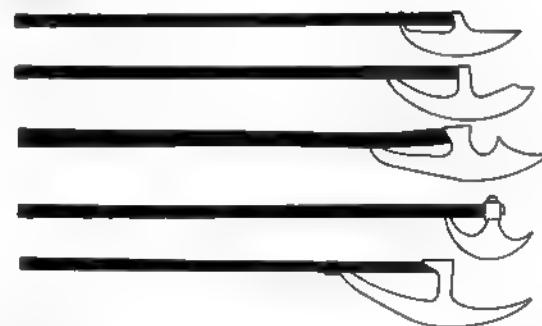
THE POLE CLEAVER

It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form which was to be widely used in both Europe and the British Isles for several centuries. The same derivation holds true for the majority of the other pole arms which will be discussed; they are simple agricultural tools converted to a warlike use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, however, if the reader is well versed in the basic forms of each basic peasant tool-cum-weapon.

Voulge | Voulge | Voulge | Lochaber axe | Lochaber axe | Lochaber axe | Lochaber axe | Fauchard | Fauchard

FAUCHARD

This weapon is a development of the scythe or sickle. Set upon a long pole, the curving blade of a fauchard could be used for both cutting and thrusting, although it is to be strongly suspected that it did neither too well. Furthermore, the weapon offered little in the way of parrying or catching/holding and had no provision for dismounting opponents in its early and more common form. Later models include a back hook to dismount horsemen, but the weapon was still not efficient, and it passed out rather quickly, although its combination form, the *fauchard-fork*, remained.

GLAIVE

Having employed just about everything else, there was no reason not to add the single-edged knife at the end of a staff also. This family of arms is as small as the fauchard family and about as efficient.

The glaive is a knife-bladed spear. It has the thrusting function of the spear and the secondary cutting function of the convex blade of the knife. The weapon was rapidly enlarged in the blade in order to give it a greater cutting function as well as a cleaving attack. As with a spear or fauchard, however, it was not overly effective at holding opponents back, nor did it have piercing or dismounting capabilities, so modifications produced the *glaive-guisarme*, which is discussed in the combination arms section. The increase in the size of the blade of these weapons brought some to a point where they nearly merged with cleaver-type weapons.

GUISARME

Medieval peasants discovered that their pruning hooks made reasonably effective pole arms. The provocation which necessitated such

Glaive | Glaive | Glaive | Guisarme | Bill | Bill hook | Military fork | Military fork

Voulge

Place a hefty cleaver at the end of a long, stout shaft, and the leverage which the pole gives the wielder will enable him to cleave through armor. The voulge has no provision to keep the enemy at a distance in its simple form, but if the top front or back edge is ground down so as to provide a pointed or dagger-like tip, the weapon assumes a more complete form. The voulge was sometimes backed with a spike or hooked spike to make a crude *guisarme-voulge*, a combination-form weapon which will be discussed later.

Lochaber axe

In its early, crude forms this weapon is the same as a voulge. Development of the Lochaber axe added a hook to the weapon, either as a tip or a blade backing, and in this form it is nearly identical to the guisarme-voulge. To all intents and purposes the two forms are so nearly the same as the types of voulges they resemble that there can be no real differentiation between them as far as function and form are concerned.

Continental Europe developed the pole cleaver as the voulge, while the Scots in the British Isles developed the same thing and called it the Lochaber axe. Both types of pole arms were developed to deliver a powerful cleaving blow, just as the pole axe family were designed to do. Both forms had secondary functions which were aimed at keeping enemies at a distance and/or dismounting them.

development was undoubtedly considerable, but the upshot was likely to have been as unsatisfactory as having no weapons. Pole arms of this sort, called guisarmes, were soon modified into highly efficient combination weapons. This class includes most *couteaux de breche*, although some identified as such are glaive-guisarmes.

The guisarme was furnished with a sharp cutting edge along its convex side, probably from reverse spike to hook. The spike, of course, could be used to penetrate armor when the weapon was swung, and the curved hook provided an ample means of pulling horsemen to the ground. Deficiencies in this form of pole arm are apparent — no spear point for thrusting and only one projection for penetrating. The guisarme was soon combined with other forms of peasant weapons to make a second generation of highly effective, all-purpose pole arms.

BILL HOOK

The English bill hook was almost exactly the same as the French guisarme, but its concave (hook) edge was the sharp one, and rather than a straight back spike it typically had an L-shaped tine projecting forward. This arrangement was slightly more effective than the European guisarme.

MILITARY FORK

The lowly hay fork was straightened and strengthened to provide a very potent weapon, the military fork. This pole arm had two efficient piercing points, for holding off an enemy, and sometimes a shorter third tine in the crotch of the fork, so that opponents were channeled into a third attack. The major drawback to this pole arm was its lack of effective penetrating power with respect to heavily armored targets. The fork principle was soon combined with other pole arms to form very efficient tools of war.

Lucern hammer | Bec de corbin | Glaive-fork | Fauchard-fork | Fauchard-fork | Glaive-guisarme | Glaive-guisarme | Vouge-guisarme | Vouge-guisarme | Vouge-guisarme
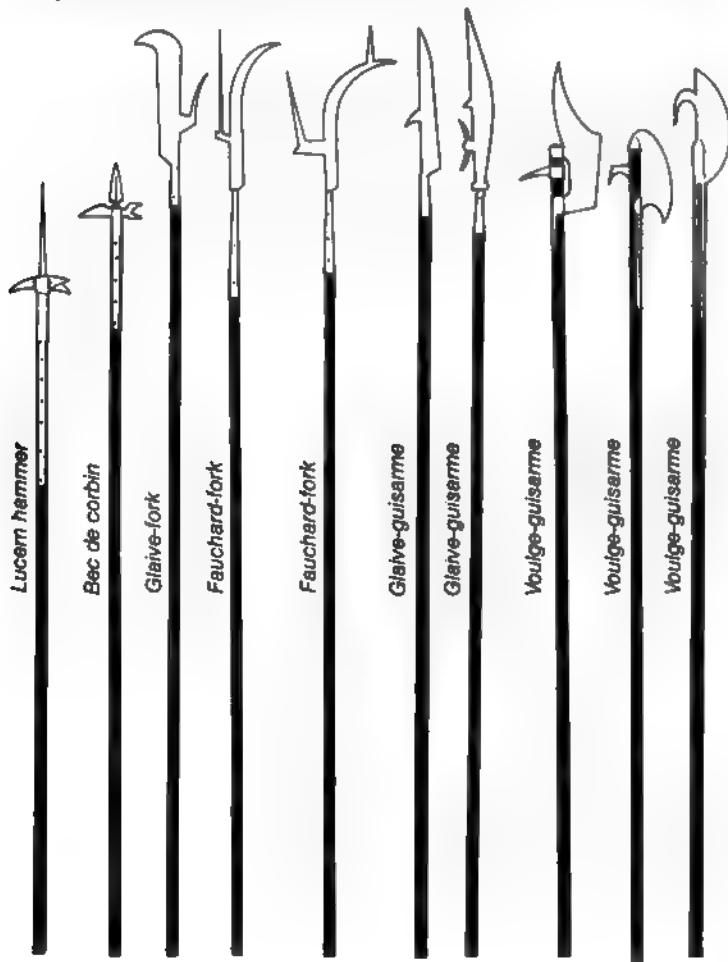
SPECIAL CASES

A few other designs can also be mentioned here, more or less in passing, as they pertain to weapons which are not true pole arms, but their size is such that they are sometimes considered in the general class.

The threshing flail, a wooden handle with another billet of wood attached to it by a swivel or several links of chain, was easily adapted and modified to become a ghastly weapon. Horsemen commonly employed a short-handed flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole weapon was over 5 feet long and had tremendous penetration and crushing power.

The other weapon which is a borderline case is the morning star. This club adaptation was typically a heavy wooden haft from 3' to 5' or more in length, atop which was set a cylinder, barrel, or truncated cone, also of wood, metal-bound, and set with vicious metal spikes. Also called the holy water sprinkler (or *godentag* in the Low Countries), it was a favorite of the peasants, for it was easy to make and could lay low the best armored opponent at a blow. For some time it was used extensively by the Swiss, although the halberd eventually replaced it. The weapon was often tipped with a spear point in its longer form, so that some models were long enough to be pole arms. Some military picks were also pole-mounted, having shafts of 5 feet or greater length.

There are also two pole arms which were certainly developed purely as weapons. There is a resemblance between the two, but they are separate and distinct.

Lucern hammer

This weapon is very similar to the halberd, but the spike on its end was generally longer than that of a halberd, and instead of an axe head the Lucern hammer featured a smaller, hammer-like head with three prongs. Evidently this function was not as efficient against armor as the axe blade, for it was replaced by the halberd amongst the ranks of the Swiss after the 14th century.

Bec de corbin

At first glance, a bec de corbin might be mistaken for a Lucern hammer, but important functional differences can be noted. The bec de corbin was used late in the Middle Ages and into the Renaissance by knights and nobles, *not* by commoners. Its heavy, crow's-beak blade was designed to puncture the heavy plate armor common to upperclass warriors. In this weapon the beak is the major feature. This is backed by a flat hammer head, or by a clawed head somewhat similar to that of a Lucern hammer, and the end spike is more bladelike and far shorter than the awl spike of the Lucern hammer, for the latter weapon was not so specialized.

COMBINATION WEAPONS

These varieties of pole arms were developed to compensate for weakness of simpler weapons or to enhance already powerful ones. Technically, all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However, this sort of improvement was done so often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying pole arms. By the same token, a partisan could be considered a combination weapon, but since it was primarily used as a thrusting weapon, it should be classified as part of the spear family.

Fauchard-fork

There were two general forms of this combination weapon. The first

followed the typical fauchard form, with a single spike set to project from the back of the scythe blade. The second reversed the scythe blade so as to have its concave cutting edge face toward the opponent, the blade being more curved and sicklelike, and a spike tipping the pole end (or projecting from the scythe blade).

Fauchard-guisarme

This weapon is nothing more than a scythe blade backed by a heavy hook for dismounting opponents.

Glaive-guisarme

To the heavier and longer glaive head was added a guisarme hook to enable the wielder to jerk horsemen from their seats.

Guisarme-voulge

This pole arm is similar to the Lochaber axe, but the hook is formed from the blade of the voulge itself, not added separately. Guisarme-voulges featured the pointed tip or spike so as to make the weapon as all-purpose as possible.

Bill-guisarme

There are quite a number of designs of the bill-guisarme. Each type has the following features: 1) a sharp spear or awl point; 2) a large hook formed from the body of the weapon; 3) a back spike for armor penetration; and 4) several sharpened edges. Some forms of the bill-guisarme have a sufficiently heavy blade and cutting edges placed so that they are actually voulge-like. This form of pole arm persisted the longest of all save the pike and the halberd, for it was certainly efficient in all functions — piercing, holding off, cutting, penetrating, dismounting, and cleaving. The *scorpion* is one typical form of the bill-guisarme.

One final thing needs comment. Sometimes a weapon with an added feature is identified as the added part rather than as the major weapon. For example, an axe head attached to the end of what is basically a spear (i.e., the partisan) is not called a pole axe, for the length of the shaft and the predominant employment of the point make it rather obviously a thrusting weapon with added secondary functions. A glaring example of misidentification is found in Stone's *A Glossary of the Construction, Decoration, and use of Arms and Armor.* Therein, the author shows a halberd with a fork tip rather than the usual dagger/spear point and identifies it as a military fork. Now, were the shaft of the weapon 8 feet or more in length, this might be proper, but it is a halberd-sized pole, and the weapon is simply a halberd with an incidental fork atop it.

Confusion regarding certain combination weapons of the fauchard-glaive voulge-guisarme-bill types is certainly understandable, and care must be taken in identifying such weapons. Careful examination of the length of the shaft and the shape of the head will give clues as to its primary uses in combat, and hence its identity.

The pole arm was developed in order to put infantry on even terms with cavalry. This it did admirably in the hands of well trained, disciplined formations such as those of the Swiss (who mixed pike, halberd/Lucern hammer/morning star, and crossbow/arquebus in almost equal proportions — 40-40-20 as an average), who could hold the best European cavalry at bay with laughable ease in pike square. The Germans emulated the Swiss with close to the same success, and most other European armies fielded large bodies of pole-armed infantry (with something less than great success in most cases). The reason for the proliferation of the pike was that it proved the most useful for keeping horsemen at a distance. (Swiss pikemen did not ground the pike butt to accept a cavalry charge, but rather held the rear part of the shaft higher than the front, so the points which

glanced off armor would not go uselessly into the air but would be forced downward into rider or mount — or at worst, into the ground to form a barrier.)

Other pole arms gave way to pike and halberd for one or two reasons. Those with massive heads were not as efficient as the pike, when their shafts were lengthened past a certain limit, they were too cumbersome to wield. (Spear-type pole arms were lengthened to pikes and were then called just that — there are ox-tongued and spetum-like heads, but the pike shaft is too long for useful employment of ranseur or partisan heads.) Those which were shortened for use as cleaving weapons were not as efficient as the halberd, or were changed so that they became almost indistinguishable from the halberd (typically guisarme-voulge forms).

The evolution of the pole arm is of great interest, as it reflects the trends in armor and tactics in medieval warfare. It also is of great help in understanding why battles were fought as they were and can help to explain some of the outcomes. My system of nomenclature is derived from early reading of the *Encyclopedia Brittanica* and ffoulkes's book (see below). Further study and careful observation of weapons has brought it to its current state — by no means positively final, complete or unimpeachable, but nonetheless useful and logical for accurate identification and naming of medieval pole arms.

Bibliography

Ashdown, Charles, *Armour and Weapons in the Middle Ages* (London 1925); *British and Foreign Arms and Armour* (London 1909)

ffoulkes, Charles, *Armour and Weapons* (Oxford 1909)

Oman, C.W.C., *A History of the Art of War in the Middle Ages* (two volumes, London 1924)

Saxtorph, Niels, M., *Warriors and Weapons of Early Times and Use of Arms and Armor* (New York 1934)

Encyclopedia Brittanica, Eleventh Edition (New York 1910-11)

Appendix VIII:

SUGGESTED AGREEMENTS FOR DIVISION OF TREASURE

Agreements:

1. *Equal shares* (share and share alike) is a simple division by the total number of characters involved.

2. *Shares by level* is a division whereby all* character levels of experience are added and the total treasure divided by this sum. One share of treasure is given for each experience level.

3. *Equal shares plus bonus* is a method to reward excellence and leadership. Treasure is divided by the sum of all characters, plus two or three. The outstanding character or characters, as determined by vote, each gain one extra share

   *For multi-classed characters add one-half of the lesser class(es) levels to the greater class levels to determine total experience levels for the division of treasure. Characters with two classes receive shares for the class levels they are *permitted* to employ (cf. **THE CHARACTER WITH TWO CLASSES**).

Modifiers:

1. Non-player characters who are henchmen of a player character count as one-half character or for one half of their levels and cannot gain bonus shares.

2. A character incapacitated or killed (but subsequently brought back to life) is eligible to share only in treasure gained prior to such incapacity or death.

3. Characters who are uncooperative, who obstruct the party, attack party members, or are the proximate cause of the incapacitation or death of a party member shall forfeit from one-quarter to all of their share(s) as penalty for their actions.

Magical Treasure:

While it is a simple matter to total coins and precious items which can be sold for an established amount of money, the division of magic items is far more difficult. It is therefore necessary for party members to determine how magic will be divided. As the number of items which will be gained is unknown, selection of a system of division is not possible until after the adventure is concluded.

1. If but one or two items of magic are gained these can be grouped singly or paired to equal a share of treasure. If one is of relatively small worth, it can be grouped with money to equal one share.

2. Three or more magic items:
   a) best item
   b) next best item
   c) third + fourth items
   d) "x" amount of money as compensation for not getting any magic items

3. Three or more magic items, alternate method:
   a) best item
   b) second item + "x" amount of money
   c) fourth item + "3x" amount of money

Magic items thus parcelled are then diced for, the character with the highest roll selecting first, and then the second highest scoring character choosing next, etc. It is suggested that each character be given a number of rolls equal to his or her level of experience, the highest of these rolls being the one retained. Non-player character henchmen are typically allowed but a single roll.

Variations on the above systems are, of course, possible. Systems should always be established prior to the inception of the adventure whenever possible.

FOREWORD

Players, players, and more players — that's what comprises the **D&D** phenomenon. And phenomenal is what it is, as the audience for this, the granddaddy of all role-playing games, continues to expand.

D&D players, happily, come in all shapes and sizes, and even a fair number of women are counted among those who regularly play the game — making **DUNGEONS & DRAGONS** somewhat special in this regard. This widespread appeal cuts across many boundaries of interest and background, which means that **D&D** players are marked by a wide range of diversity. In fact, one could easily use the analogy that there are as many types of **D&D** players as there are **D&D** monsters (after that, draw your own conclusions!). There are unquestionably fast players, slow players, clever players, foolish players, cautious players, reckless players, generous players, greedy players, friendly players, and obnoxious players...

As diverse as this melange of enthusiasts is, they all seem to share one commonality: a real love for **DUNGEONS & DRAGONS** and a devotion that few other games can claim. This remarkable loyalty is a great factor in the game's explosion of popularity, and **DUNGEONS & DRAGONS** has become a gaming cult, as avid **D&Der's** have ceaselessly "spread the gospel", enrolling new players in expanding groups which just seem to grow and grow.

If you're reading this, then you're a **D&D** player — and this book is for you! This is the second release of the **ADVANCED DUNGEONS & DRAGONS** series, and is designed to be a player's book in every respect — giving you all the background you require on the game system, as well as the information you'll need to go adventuring. Although this book does not stand alone in terms of supplying all information needed to undertake a campaign, it will complement the other two parts of the whole (the previously released **MONSTER MANUAL** and the upcoming **DUNGEON MASTERS GUIDE**) to provide the entirety of what will be **ADVANCED DUNGEONS & DRAGONS** (along with a greatly expanded version of **GODS, DEMI-GODS & HEROES** which will follow).

The sheer bulk of this book may seem considerable (and it is, of course), but there are many things not included. These things (such as the details of the combat tables, for instance) are those parts of the game that rightly fall outside the realm of player reference, and thus are included instead in the more voluminous **DUNGEON MASTERS GUIDE**. As the author points out, this bit of the "unknown" outside of the players' normal reach will make the game much more interesting and challenging.

ADVANCED DUNGEONS & DRAGONS is a game that is demanding for players and Dungeon Masters alike, but the rewards in terms of enjoyment are vast. There is nothing quite like a successful **D&D** campaign, and its success is based upon the efforts of all participants. The Dungeon Master is pivotal, of course, but the players are just as important, for they are the primary actors and actresses in the fascinating drama which unfolds before them. For that reason, their outlook and their conduct will greatly affect the flavor and tempo of the campaign. Accordingly, they should do their best to further the success of the entire undertaking. This is often no more than a matter of simple etiquette, and following a few simple guidelines will suffice to make the game experience more fun for everyone concerned, to wit:

1) Be an organized player; have the necessary information on your character readily at hand and available to the Dungeon Master.

2) Cooperate with the Dungeon Master and respect his decisions; if you disagree, present your viewpoint with deference to his position as game moderator. Be prepared to accept his decision as final and remember that not everything in the game will always go your way!

3) Cooperate with the other players and respect their right to participate. Encourage new and novice players by making suggestions and allowing them to make decisions on courses of action rather than dictating their responses.

4) If you are unable to participate in an adventure, give the other players and the DM some concrete guidelines if your character is going to be included in the adventuring group; be prepared to accept the consequences, good or bad, in any case.

5) Get in the spirit of the game, and use your persona to play with a special personality all its own. Interact with the other player characters and non-player characters to give the game campaign a unique flavor and "life". Above all, let yourself go, and enjoy!

Enough of the preliminaries — let's get on with the game! Let's see now, where did I stash away all those material components? . . .

Mike Carr
TSR Games & Rules Editor

2 June 1978

Dedication

As usual, there are many who deserve thanks for their assistance in putting this whole thing together. Also, as usual, I'm sure I have forgotten to give credit to some one of my Understanding Associates who deserves same.

To Len Lakofka, who keeps after me as he has from the earliest days, and has lent me both material and stimulating discussion.

To Luke Gygax, for his eagerness to test the new magic and spells — and to suggest more of same.

To stalwart Frank Mentzer for always spurring me on and making me be more precise and logical.

To Kim Mohan for being willing to undertake the project, and then actually doing it!

To Jeff Grubb, who belabored me with so many pages of questions and suggested qualifications that I'll never forgive him.

And, to all those who helped and whom I have absent-mindedly forgotten. . .

Thanks!

Afterword and credits

So ends *Unearthed Arcana*, a volume that we hope will answer many more questions than it creates. But we realize, as should you, that questions from readers and game-players about this material are inevitable. If you think you've uncovered a trouble spot or if you don't understand something you read, we may be able to help if you drop a line to ————— We can't always provide personalized answers, but we'll do our best, and we'll try to publish follow-up articles on this material in future issues of DRAGON® Magazine.

Creation and Design: Gary Gygax
Design Consultants: Frank Mentzer
Jeff Grubb
Editing and Typography: Kim Mohan
Illustrations: Jeff Easley   Timothy Truman
Jim Roslof   James Holloway
Roger Raupp
Production and Graphics: Roger Raupp
Eileen Lucas
Charles Ramsay

Preface

Now that you have this tome in your hands, you are about to discover a new and exciting dimension in the ADVANCED DUNGEONS & DRAGONS® game world. You have unearthed the hidden mysteries of this work, so although they are no longer arcana, the contents are treasure. The AD&D® game system is dynamic. It grows and changes and expands. Our universe does all this, and so too the multiverse of this game system. The description and definition of an infinite multiverse must necessarily be done piecemeal — adding new discoveries as they come to light, expanding horizons as the sum total of our past knowledge allows.

As the original volumes of the game system (Monster Manual, Players Handbook, and Dungeon Masters Guide) have altered from their first editions, so the game has changed in form and substance. This new material grew from my own campaign, articles published in DRAGON® Magazine, and input from many Dungeon Masters and players also. The book has a single purpose: *Unearthed Arcana* brings new dimensions to the AD&D game system. The compiled material which lies herein offers fresh new approaches to play without materially affecting any ongoing campaign adversely. This work does not alter former "laws of the multiverse," but it does open insights and vistas beyond those previously understood and seen.

All the participants of a campaign will find this material of greatest interest and benefit to them. Dungeon Masters will discover new sub-races and their inter-relationships, new deity models for non-humans, and much in the way of magic — a trove of spells and items indeed! Players, of course, benefit from all of that and more. There are new horizons for demi-human characters, new professional callings, new weapons, new approaches to just about everything. Yes, some of this material has appeared previously, but here it is carefully revised, edited, and compiled so as to change it from a possible insertion to an integral part of a vital campaign. There are new choices, new possibilities, new opportunities, and new ideas laid out before you. Best of all, these rest upon the solid foundation of the AD&D game system — the most widely accepted and played role-playing game in the world.

This effort was by no means mine alone. Len Lakofka, as usual, contributed his part. Roger Moore is a name which all devotees of the game know, and he also added to this work. Luke Gygax was invaluable as a sounding-board and playtester. Frank Mentzer was on hand from the beginning to test and try my thoughts and ideas, to bring his own creativity to the whole, and to assist in making this a far better effort than originally conceived. Once the ideas were compiled, Jeff Grubb and Kim Mohan went to work on the manuscript. These two insisted on clarifying, codifying, expanding, and defining, and generally demanded that the whole text become better and better. Despite the extra work demanded from me, I thank them for this — and still more for their own creativity which they freely contributed in order to insure that what you now hold is the best possible text, a literally up-to-the-minute description of the "state of the art" as that term applies to the AD&D game system.

Every Dungeon Master who has created a campaign milieu out of whole cloth, so to speak, can certainly understand that the more one learns, the more one comes to understand how little he knows. So too the multiverse of this game system. The farther afield one goes in exploration and discovery, the greater the realization of how vast is the realm of unknown knowledge which awaits discovery, as it were. However, such as with our actual world, the expanses of the game multiverse will always have frontiers and unexplored territories. This fact, indeed, is what makes the AD&D game system so wonderful and appealing.

Thus, Good Reader, here is the "last word" — by far not the last word ever, but the latest so far. It is, after all, high time that those who enjoy the challenge and excitement of the AD&D game be presented with a tome such as this, a package which gathers all of the new discoveries, plus a wealth of just uncovered secrets, between one pair of covers. Preliminaries aside, here is *Unearthed Arcana*. It is now the moment you have waited for. Read on, and may you have as much fun with your creation as we are having with ours.
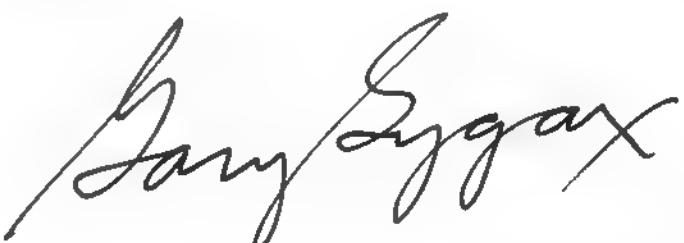
Gary Gygax
May 1, 1985

Introductions

Warning: This book is loaded.

Loaded with new information, that is.

In the time since the publication of the Dungeon Masters Guide in 1979, the AD&D® game has not stood still. In DRAGON® Magazine, Gary Gygax has continued to expand the frontiers of the game, offering new ideas, experiments, and rules.

In this book those ideas are made concrete. The experiments are completed. The suggested rules are now official and final.

Much of the material within this book first saw the light of day in DRAGON Magazine, but in the time since has been playtested, questioned, discussed, re-tailored, re-presented, and re-playtested. This was my role in the project, under the handy umbrella-title of "design consultant," which is shorter than "gadfly, ombudsman, and kibitzer." (Okay, everyone out there, reach for those dictionaries. . . .)

In addition to the magazine article material, this volume also includes material that has never before been published. This, too, had to be checked and re-checked before being put into its final form.

All of the above had to be approved by Gary and Frank Mentzer, including any proposals for all-new material that may have occurred along the way. Everything was checked out with the architects of the AD&D game system; the structure of the system is their baby, and only they know what ideas will fit into it. The tireless editor of this text, Kim Mohan, and I are the engineers who executed the plans — made sure everything was on solid ground and brought the ideas into finished form.

That finished form, *Unearthed Arcana*, is in your hands now. It is a book that will change the way the AD&D game is played. Enjoy.

Jeff Grubb
May 1, 1985

There are some advantages to being the editor of this book. And now that the job is just about finished, a few of them are beginning to occur to me.

One of the benefits of the job is that the editor gets to decide what piece of text gets done last, and I decided a while ago that it was going to be this one. This way I can see what Gary's preface and Jeff's introduction are covering, so I don't have to worry about telling you all the things they've said.

Pretty soon, when the nightmares about deadline wear off, I will have pleasant memories of working with Jeff and Frank and Gary on a project that demanded more of our time than anyone could have foreseen. And, as of now, I can stop being a nuisance around their offices. If it wasn't me in person, it was me in the guise of a stack of papers. In the beginning, the sheaves of manuscript had labels like "Look this over when you get a chance." In the final days of the production schedule, samples of finished

pages were going out labeled "Now or never." All three of them gave me everything I needed and wanted, usually well ahead of the nick of time.

After a few weeks for printing and binding, the book will be *out*. I expect that to be one of the biggest thrills of my life, and it's sure going to be a fine feeling then, even though the anticipation is almost killing me now. And I'll be a little disappointed if your pulse didn't at least quicken a bit the first time you saw this book and realized what was inside it. Even if you didn't know what you've been missing, *Unearthed Arcana* is what you've been waiting for.

My exhilaration over the book will last for as long as it stays on your shelf, within easy reach — because that means that what we've done is being used and enjoyed by the people we made it for. The biggest advantage of being the editor of this book is a good feeling that will probably last me for the rest of my life. And it's starting to well up inside me right now.

Kim Mohan
May 1, 1985

Introductions

It gives me a feeling of great satisfaction to complete this addition to the AD&D® game system. After many months of design and development, the project is finally nearing the end of the long production process.

Yet, in a sense, the work is just beginning. Many pairs of eyes have looked over these pages, but they represent only a fraction of those who will eventually read and use the material within. How you, the gamers, react to this material is the true beginning of the *Dungeoneer's Survival Guide.*

Exploring dungeons, caves, and caverns has always been my favorite part of the AD&D game. The number of subterranean monsters and cultures presented in the monster manuals serve as ample illustration of the importance of this environment to the game as a whole. Yet many questions have lingered regarding play in these regions of eternal darkness.

I welcomed the opportunity to answer some of these questions in an official volume. Rules on topics such as swimming, climbing, moving and fighting in narrow passages, and other categories of the underground game are included here. The area of nonweapon proficiencies, introduced in *Oriental Adventures*, is expanded here for use with your campaigns.

But these areas represent only a part of the scope of this guide. The nature of the vast realms below the surface of the world has long been hinted at, but never really explained. Now the DM has at his fingertips a description of the domains of the subterranean cultures. The drow, duergar, derro, mind flayers, aboleth, and many other creatures live in uneasy harmony, often fighting among themselves, but united in their loathing of things from the sunlit world. The types of communities these beings live in are described for the DM's benefit. In addition, a sample of a specific underground world—the vast reaches of Deepearth—is presented for the DM to expand upon or use as a guide for his own campaign settings.

The ADVANCED DUNGEONS & DRAGONS® game system continues to be the most popular role-playing game in the world. As the RPG hobby evolves, it is only natural that the AD&D game system should continue to grow with it. The roots of the game lie deep within the earth, among the dungeons and realms where most of us got our first taste of fantasy role-playing. It is these roots that are attended to in this rule book.

Now, boldly brandishing a new collection of information and guidance, characters can once again enter the regions of the underearth, face the tremendous challenges there, and return with treasures and experiences from the finest sort of adventure gaming.

Read on, and have fun.

Douglas Niles

Douglas Niles
April 22, 1986

The weeks I have spent working on the *Dungeoneer's Survival Guide* have been hectic but enjoyable. I'm glad to have worked on a rule book that is going to be such a valuable and long-needed addition to the AD&D® game system. In fact, the *DSG* contains so many new rules and DM techniques that you may wonder how you ever went dungeoneering without it. And if you've given up on dungeon-crawling and subterranean adventures altogether, this is just the ticket to send you once again into the most exciting and dangerous setting for role playing excitement—the underearth.

Both danger and opportunity await in the endless realms beneath the earth's surface. This rule book not only explains the details that make dungeons come alive, but covers the full gamut of natural and artificial underground formations.

Within these pages, the nonweapon proficiencies introduced in *Oriental Adventures* are greatly expanded to include underground adventuring skills. In the system introduced here, the chance of success of proficiencies depends upon the character's ability scores, restoring ability scores to their originally intended preeminence.

Perhaps the most exciting feature of this book is its ability to revitalize your underground campaign. There are many ways to inject excitement and variety into subterranean adventuring; the tips and guidelines on campaign and world design presented in the *Dungeoneer's Survival Guide* will help you do just that. Advice on storytelling techniques will help the DM pique the players' interest even further.

To sum it up, I think you'll find this volume to be an invaluable reference. The rules and game mechanics detailed here, as well as the techniques of three-dimensional mapping, storytelling, campaign creation, and DM-player interaction can add new life and enthusiasm to every game. The *Dungeoneer's Survival Guide* is *the* source book for adventuring in the tractless realms of the Underdark. Don't leave the sunlit world without it!

Mike Breault

Mike Breault
May 12, 1986

Special Thanks to

The efforts of many people have gone into *Dungeoneer's Survival Guide*. These people deserve to be commended for their vital contributions to this work. For any who may have been inadvertently overlooked, your efforts are greatly appreciated nonetheless.

To Harold Johnson, who oversaw the project and performed painfully meticulous reviews.

To Dave Sutherland, whose 3-D maps have truly added a new dimension to the underground.

To Frank Mentzer, whose game experience and advice helped immeasurably.

To Zeb Cook, for many an impromptu brainstorming session.

To Jon Pickens, who was always willing to offer suggestions, advice, and opinions.

To Bruce Heard, who spent time working the rules over.

And to Mary Elsbury Breault, whose editorial work enhanced the book and made its deadline possible.

Thank you!

Credits

Printed in the U.S.A.

ADVANCED DUNGEONS & DRAGONS

PLAYERS HANDBOOK	FIEND FOLIO
UNEARTHED ARCANA	MONSTER MANUAL
DEITIES & DEMIGODS	MONSTER MANUAL II
MANUAL OF THE PLANES	DUNGEON MASTERS GUIDE
GREYHAWK ADVENTURES	DUNGEON MASTERS SCREENS
WILDERNESS SURVIVAL GUIDE	DUNGEONEERS SURVIVAL GUIDE

DRAGON MAGAZINE # 1 ~ 150

~ ACCEPT NO SUBSTITUTES ~

THIS WORK IS SOURCED FROM THE FOLLOWING MATERIALS:
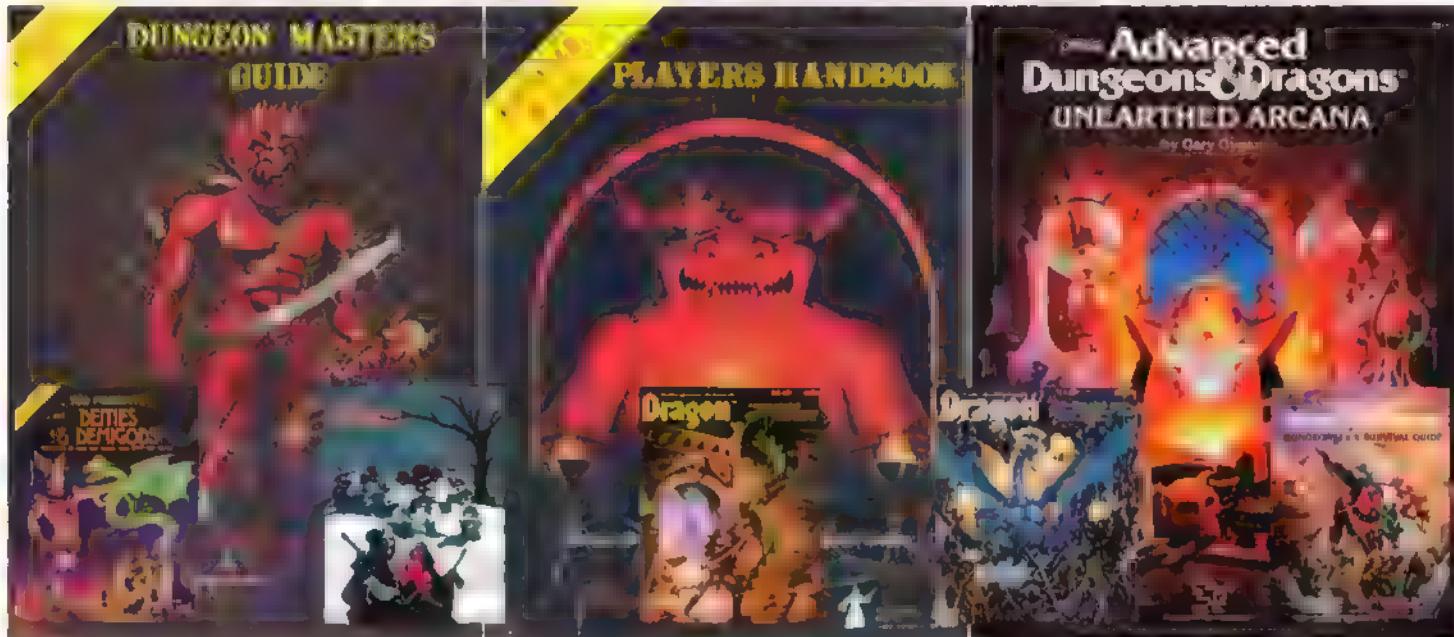
No bookworms were harmed in the making of this work, though various colonies of molds & mildews have passed from this Prime Material Plane to the Astral and Beyond.

Designed for my personal reference, the primary contents of this volume are sourced from fresh, 600dpi scans of PH, UA, DMG, DDG and DSG.

Dragon Magazine #35, #65, #103 updates are sourced from *~the vagaries of the internet~*

LIBRAM OF GAMEFUL CONJURATIONS
CHARACTER CREATION AS FOUND IN AND COLLATED FROM;
**PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
DEITIES & DEMIGODS, DUNGEONEERS SURVIVAL GUIDE** & **DRAGONS'** #35,65,103

BOOK OF FINITE SPELLS
ALL SPELLS AS COLLATED AND ALPHABETIZED FROM;
PLAYERS HANDBOOK, UNEARTHED ARCANA, GREYHAWK ADVENTURES
PLUS A GATHERING OF DRAGON'S MAGICAL SUNDRIES

BOOK OF EXALTED NPCS
SHY OF FORTY NPC CLASSES WITH A 1/2 DOZEN
(NON-) PLAYER RACES AS FOUND IN AND COLLATED FROM
DRAGON MAGAZINE ISSUES #2 THROUGH #141

OTHER WORKS IN THIS PERSONAL EDITION OF GAMING AIDS INCLUDE:

CODEX OF INFINITE GAMES
A COLLATION OF PRIMARILY **DUNGEON MASTERS GUIDE** AND
UNEARTHED ARCANA, DRAGON #35 & **#103** AND AS APPROPRIATE

MANUAL OF MONSTROUS ATTENTIONS, THE GREATER
ALPHABETICAL COLLATION OF THE BETTER MONSTERS
(MONSTER MANUALS 1 + 2) / FIEND FOLIO = MOMA:TG

MANUAL OF MONSTROUS ATTENTIONS, THE LESSER
(MM2 + FF) / MM1 = MOMA:TL
ALPHABETICAL COLLATION OF FILLER
*(AS THERE WOULD ALWAYS BE SOMEONE TO BRISTLE
"WHY WOULD YOU DELETE THE LAVA CHILDREN? THEY ARE THE <u>MOST</u> FEARSOMEST")*

EPISTLES OF EXTRA-PLANER ENCOUNTERS
COLLATING ALL EXTRA-PLANAR DEALINGS BY PLANE/ALIGNMENT RATHER
THAN MYTHOS SO ONE MAY FIND THE REQUISITE ETHOS WITH GREATER EASE;
ASTRAL, ETHEREAL, ELEMENTAL, INNER AND OUTER BEINGS OF EVERY SORT

ADVANCED DUNGEONS & DRAGONS
PLAYERS
REFERENCE SHEETS

BASIC EQUIPMENT AND SUPPLIES COSTS

Armor

Banded	90 g.p.	Ring	30 g.p.
Chain	75 g.p.	Scale	45 g.p.
Helmet, great	15 g p	Shield, large	15 g.p.
Helmet, small	10 g p	Shield, small	10 g.p.
Leather	5 g p	Shield, small, wooden	1 g.p.
Padded	4 g p	Splinted	80 g.p.
Plate	400 g p	Studded	15 g.p.
Bronze Plate	100 gp	Full Plate	4000 gp
Field Plate	2000 gp	Shield, buckler	5 gp

Arms

Aklys	2 gp	Knife & scabbard	1 gp
Atlatl	1 gp	Lasso	5 sp
Blowgun	20 gp	Man Catcher	25 gp
Blowgun Needle	1 sp	Sap	1 gp
Caltrop	2 sp	Spiked Buckler	10 gp
Crossbow, hand	300 gp	Staff Sling	2 gp
Quarrels for same	100 gp	Sword, falchion,	
Garrot	1 ep	and scabbard	10 gp
Harpoon	5 gp	Sword, khopesh	10 gp
Hook Fauchard	6 gp	Whip	3 gp

Arrow, normal, single	2 s p	Javelin	10 s.p.
Arrow, normal, dozen	1 g p	Lance	6 g p
Arrow, silver, single	1 g.p.	Mace, footman's	8 g.p.
Axe, battle	5 g.p.	Mace, horseman's	4 g.p.
Axe, hand or throwing	1 g p	Morning Star	5 g.p.
Bardiche	7 g p.	Partisan	10 g.p.
Bec de corbin	6 g.p.	Pick, Military, footman's	8 g.p.
Bill-Guisarme	6 g.p.	Pick, Military, horseman's	5 g.p.
Bow, composite short	75 g p	Pike, awl	3 g.p.
Bow, composite, long	100 g p	Quarrel (or Bolt), light,	
Bow, long	60 g p	single	1 s.p.
Bow, short	15 g p	Quarrel (or Bolt), heavy,	
Crossbow, heavy	20 g p	score	2 g.p.
Crossbow, light	12 g.p.	Ranseur	4 g.p.
Dagger and scabbard	2 g p	Scimitar	15 g.p.
Dart	5 s p	Sling & Bullets, dozen	15 s.p.
Fauchard	3 g p	Sling Bullets, score	10 s.p.
Fauchard — Fork	8 g p	Spear	1 g.p.
Flail, footman's	3 g p	Spetum	3 g.p.
Flail, horseman's	8 g p	Sword, bastard,	
Fork, Military	4 g.p.	& scabbard	25 g.p.
Glaive	6 g p	Sword, broad, & scabbard	10 g.p.
Glaive-Guisarme	10 g.p.	Sword, long & scabbard	15 g p
Guisarme	5 g.p.	Sword, short & scabbard	8 g.p.
Guisarme — Voulge	7 g.p.	Sword, two-handed	30 g.p.
Halberd	9 g p	Trident	4 g.p.
Hammer, Lucern	7 g p	Voulge	2 g.p.
Hammer	1 g.p.		

Clothing

Belt	3 s.p.	Cloak	5 s.p.
Boots, high, hard	2 g.p.	Girdle, broad	2 g.p.
Boots, high, soft	1 g.p.	Girdle, normal	10 s.p.
Boots, low, hard	1 g.p.	Hat	7 s.p.
Boots, low, soft	8 s.p.	Robe	6 s.p.
Cap	1 s.p.		

Clothing

Belt	3 s.p.	Cloak	5 s.p.
Boots, high, hard	2 g p	Girdle, broad	2 g p.
Boots, high, soft	1 g p	Girdle, normal	10 s p.
Boots, low, hard	1 g p.	Hat	7 s.p.
Boots, low, soft	8 s.p.	Robe	6 s.p.
Cap	1 s.p.		

Herbs

Belladona, sprig	4 s.p.	Wolvesbane, sprig	10 s.p.
Garlic, bud	5 c.p.		

Livestock

Chicken	3 c.p.	Horse, medium war	225 g.p.
Cow	10 g.p.	Horse, riding (light)	25 g.p.
Dog, guard	25 g.p.	Mule	20 g p
Dog, hunting	17 g.p.	Ox	15 g p.
Donkey	8 g.p.	Pigeon	2 c.p.
Goat	1 g.p.	Piglet	1 g.p
Hawk, large	40 g.p.	Pig	3 g.p.
Hawk, small	18 g.p.	Pony	15 g.p.
Horse, draft	30 g.p.	Sheep	2 g.p.
Horse, heavy war	300 g.p.	Songbird	4 c.p.
Horse, light war	150 g.p.		

Miscellaneous Equipment & Items

Backpack, leather	2 g.p.	Pouch, belt, large	1 g.p.
Box, iron, large	28 g.p.	Pouch, belt, small	15 s p
Box, iron, small	9 g.p.	Quiver, 1 doz. arrows cap.	8 s.p.
Candle, tallow	1 c.p.	Quiver, 1 score arrows cap.	12 s.p.
Candle, wax	1 s.p.	Quiver, 1 score bolts cap.	15 s.p.
Case, bone, map or scroll	5 g.p.	Quiver, 2 score bolts cap.	1 g.p.
Case, leather, map or scroll	15 s.p.	Rope, 50'	4 s.p.
Chest, wooden, large	17 s.p.	Sack, large	16 c.p.
Chest, wooden, small	8 s.p.	Sack, small	10 c.p.
Lantern, bullseye	12 g.p.	Skin for water or wine	15 s.p.
Lantern, hooded	7 g.p.	Spike, iron, large	1 c.p.
Mirror, large metal	10 g.p.	Thieves' picks & tools	30 g.p.
Mirror, small, silver	20 g p.	Tinder Box, with flint & steel	1 g.p.
Oil, flask of	1 g.p	Torch	1 c.p.
Pole, 10'	3 c.p.		
Air bladder	15 gp	Grappling hook	75 gp
Basket, large (bushel)	5 sp	Lantern, waterproof	50 gp
Basket, small	2 sp	Lard, pint	5 cp
Beacon	40 gp	Oil, waterproofing	1 gp
Birdcage	5 sp	Pickaxe	20 gp
Box, small gold	00 gp	Powder, chalk	2 sp
Box, small lead	20 gp	Pulley	25 gp
Crampons	40 gp	Reed, hollow	1 sp
Crowbar	3 gp	Shovel	10 gp
Drill, iron	5 gp	Whistle	1 sp

Provisions

Ale, pint	1 s.p.	Mead, pint	5 s.p.
Beer, small, pint	5 c.p.	Rations, iron, 1 week	5 g.p.
Food, merchant's meal	1 s.p.	Rations, standard, 1 week	3 g.p.
Food, rich meal	1 g.p.	Wine, pint, good	10 s.p.
Grain, horse meal, 1 day	1 s.p.	Wine, pint, watered	5 s.p.

Religious Items

Beads, Prayer	1 g.p.	Symbol, Holy*, wooden	7 s.p
Incense, stick	1 g.p.	Water, Holy*, vial	25 g p
Symbol, Holy*, iron	2 g.p.	* or Unholy	
Symbol, Holy*, silver	50 g.p.		

Tack and Harness

Barding, chain	250 g.p.	Saddle	10 g.p
Barding, leather	100 g.p.	Saddle Bags, large	4 g.p.
Barding, plate	500 g.p.	Saddle Bags, small	3 g.p.
Bit and Bridle	15 s.p.	Saddle Blanket	3 s.p.
Harness	12 s.p.		

Transport

Barge (or Raft), small	50 g p.	Galley, small	10,000 g.p.
Boat, small	75 g.p.	Ship, merchant, large	15,000 g p.
Boat, long	150 g.p.	Ship, merchant, small	5,000 g.p.
Cart	50 g.p.	Ship, war	20,000 g.p.
Galley, large	25,000 g p.	Wagon	150 g.p.
Boat, collapsible	500 gp	Canoe, large	300 gp
Canoe, small	100 gp	Kayak	250 gp

WEIGHT AND DAMAGE BY WEAPON TYPE

Weapon Type	Approximate Weight in Gold Pieces	Damage vs. Opponent	
		Size S or M	Size L
Aklys	35	1-6	1-3
Atlatl and javelin	30	1-6	1-6
Arrow	2	1-6	1-6
Axe, Battle	75	1-8	1-8
Axe, Hand or Throwing	50	1-6	1-4
Bardiche	125	2-8	3-12
Bec de Corbin	100	1-8	1-6
Bill-Guisarme *	150	2-8	1-10
Blowgun and needle	15	1	1
Bo Stick	15	1-6	1-3
Caltrop	2-4	1	1-2
Club	30	1-6	1-3
Dagger	10	1-4	1-3
Dart	5	1-3	1-2
Fauchard	60	1-6	1-8
Fauchard-Fork	80	1-8	1-10
Flail, Footman's	150	2-7	2-8
Flail, Horseman's	35	2-5	2-5
Fork, Military *	75	1-8	2-8
Garrot	1	1-4	1-6
Glaive **	75	1-6	1-10
Glaive-Guisarme *	100	2-8	2-12
Guisarme *	80	2-8	1-8
Guisarme-Voulge *	150	2-8	2-8
Halberd	175	1-10	2-12
Harpoon	50-60	2-8	2-12
Hammer, Lucern	150	2-8	1-6
Hammer	50	2-5	1-4
Hook Fauchard	80	1-4	1-4
Javelin *	20	1-6	1-6
Jo Stick	40	1-6	1-4
Knife	6	1-3	1-2
Lance (light horse) '	50	1-6	1-8
Lance (medium horse) '	100	2-7	2-12
Lance (heavy horse) '	150	3-9	3-18
Lasso	20	—	—
Mace, Footman's	100	2-7	1-6
Mace, Horseman's	50	1-6	1-4
Man Catcher	80	1-2	1-2
Morning Star *	125	2-8	2-7
Partisan *	80	1-6	2-7
Pick, Military, Footman's	60	2-7	2-8
Pick, Military, Hrsman's	40	2-5	1-4
Pike, Awl	80	1-6	1-12
Quarrel (or Bolt), hand	1	1-3	1-2
Quarrel (or Bolt), light	1	1-4	1-4
Quarrel (or Bolt), heavy	2	2-5	2-7
Ranseur *	50	2-8	2-8
Sap	10	1-2	1-2
Scimitar *	40	1-8	1-8
Sling Bullet	2	2-5	2-7
Sling Stone	1	1-4	1-4
Spear **	40-60	1-6	1-8
Spetum *	50	2-7	2-12
Spiked Buckler	35	1-4	1-3
Staff, Quarter	50	1-6	1-6
Staff Sling Bullet	5	2-8	3-9
Staff Sling Stone	4	1-8	2-8
Sword, Bastard	100	2-8	2-16
Sword, Broad	75	2-8	2-7
Sword, Falchion	60-80	2-7	2-8
Sword, Khopesh	75	2-8	1-6
Sword, Long	60	1-8	1-12
Sword, Short '	35	1-6	1-8
Sword, Two-handed	250	1-10	3-18
Trident	50	2-7	3-12
Voulge	125	2-8	2-8
Whip	25-35	1-2	1

Hand Held Weapon Type	Length	Space Required	Speed Factor
Aklys	c. 2'	2'	4 (+1)
Atlatl	c. 3'	1'	n/a
Axe, Battle	c. 4'	4'	7
Axe, Hand	c. 1½'	1'	4
Bardiche	c. 5'	5'	9
Bec de Corbin	c. 6'	6'	9
Bill-Guisarme	8'+	2'	10
Blowgun	4'-7'	1'	n/a
Bo Stick	c. 5'	3'	3
Caltrop	n/a	n/a	n/a
Club	c. 3'	1'-3'	4
Dagger	c. 15"	1'	2
Fauchard**	8'+	2'	8
Fauchard-Fork**	8'	2'	8
Fist or Open Hand	2'+	n/a	1
Flail, Footman's	c. 4'	6'	7
Flail, Horseman's	c. 2'	4'	6
Fork, Military**	7'+	1'	7
Garrot	c. 3'	1½'	2
Glaive	8'+	1'	8
Glaive-Guisarme**	8'+	1'	9
Guisarme**	6'+	2'	8
Guisarme-Voulge**	7'+	2'	10
Halberd	5'+	5'	9
Harpoon	6'-8'	1½'	6
Hammer, Lucern**	5'+	5'	9
Hammer	c. 1½'	2'	4
Hook Fauchard	8'+	2½'	9
Jo Stick	c. 3'	2'	2
Knife	c. 1'	1'	2
Lance (light horse)	10'	1'	7
Lance (medium horse)	12'	1'	6
Lance (heavy horse)	c. 14'	1'	8
Lasso	(10'-20')	8'+	10
Mace, Footman's	c. 2½'	4'	7
Mace, Horseman's	c. 1½'	2'	6
Man Catcher	8'+	2½'	7
Morning Star	c. 4'	5'	7
Partisan	7'+	3'	9
Pick, Military, Footman's	c. 4'	4'	7
Pick, Military, Horseman's	c 2'	2'	5
Pike, Awl	18'	1'	13
Ranseur**	8'+	1'	8
Sap	½'	1'	2
Scimitar	c. 3'	2'	4
Spear	5'-13' +	1'	6-8
Spetum*	8'+	1'	8
Spiked Buckler	1'	2'	4
Staff, Quarter	6'-8'	3'	4
Staff Sling	5'	6'	11
Sword, Bastard *	c. 4½'	4'+	6
Sword, Broad	c. 3½'	4'	5
Sword, Falchion	c. 3½'	3½'	5
Sword, Khopesh	c. 3½'	4'	9
Sword, Long	c. 3½'	3'	5
Sword, Short	c. 2'	1'	3
Sword, Two-handed	c. 6'	6'	10
Trident	4'-8' +	1'	6-8
Voulge	8'+	2'	10
Whip	8'-20'	8'-20'	5-8

HURLED WEAPON AND MISSILE TYPES, GENERAL DATA,

Hurled Weapons and Missiles	Fire Rate	Range S	M	L
Aklys (hurled)	1	1*	—	—
Atlatl (javelin)	1	3	6	9
Axe, Hand	1	1	2	3
Blowgun Needle	2	1	2	3
Bow, Composite, Long	2	6	12	21
Bow, Composite, Short	2	5	10	18
Bow, Long	2	7	14	21
Bow, Short	2	5	10	15
Club	1	1	2	3
Crossbow, Hand	1	2	4	6
Crossbow, Heavy	½	8	16	24
Crossbow, Light	1	6	12	18
Dagger	2	1	2	3
Dart	3	1½	3	4½
Hammer	1	1	2	3
Harpoon	1	1	2	3
Javelin	1	2	4	6
Knife	2	1	2	3
Lasso	½	1	2	3
Sling (bullet)	1	5	10	20
Sling (stone)	1	4	8	16
Spear	1	1	2	3
Staff Sling (bullet)	½	—	3-6	9
Staff Sling (stone)	½	—	3-6	9

ARMOR CLASS TABLE

Type of Armor	Armor Class Rating
None	10
Shield only	9
Leather armor or padded armor	8
Leather armor + shield, padded armor + shield, studded leather armor, or ring mail	7
Studded leather + shield, ring mail + shield, or scale mail	6
Scale mail + shield, chain mail, or elfin chain mail	5
Chain mail + shield, elfin chain mail + shield, splint mail, banded mail, or bronze plate mail	4
Splint mail + shield, banded mail + shield, bronze plate mail + shield, or plate mail	3
Plate mail + shield or field plate armor	2
Field plate armor + shield or full plate armor	1
Full plate armor + shield	0

WEAPON PROFICIENCY TABLE

Class of Character	Initial No. of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons/Level
CAVALIER	3*	-3	1/2 levels
Paladin	3*	-3	1/2 levels
CLERIC	2	-3	1/4 levels
Druid	2	-4	1/5 levels
FIGHTER	4	-2	1/3 levels
Barbarian	6	-1	1/2 levels
Ranger	3*	-2	1/3 levels
MAGIC-USER	1	-5	1/6 levels
Illusionist	1	-5	1/6 levels
THIEF	2	-3	1/4 levels
Acrobat	2	-3	1/4 levels
Assassin	3	-2	1/4 levels
MONK	1	-3	1/2 levels
BARD	5	-2	1/4 levels

THE MONETARY SYSTEM

The basic unit of exchange is the *gold piece* (g.p. hereafter). There are coins of lesser and greater value, and these are shown on the table below. It is also common to use gems of various sorts and values as coin

10 copper pieces (c.p.)	= 1 silver piece
20 silver pieces (s.p.)	= 1 g.p.
2 electrum pieces (e.p.)	= 1 g.p.
1 platinum piece (p.p.)	= 5 g.p.

Thus: 200 c.p. = 20 s.p. = 2 e.p. = 1 g.p. = 1/5 p.p.

STARTING MONEY

Cleric	30-180 g.p. (3d6)
Fighter	50-200 g p (5d4)
Magic-user	20- 80 g.p. (2d4)
Thief	20-120 g p. (2d6)
Monk	5- 20 g.p. (5d4)

Because cavaliers have the support of their lords or orders, they begin play with funds and equipment of amount and type not available to members of other classes. The resources of a beginning cavalier depend upon the character's social standing, as follows:

Horsemen of the Lower Middle Class or a lesser station begin with 20-80 gp, shield, sword (any type), and a riding horse.

Horsemen of the Middle Middle Class begin with 20-80 gp, shield, dagger, sword (broad or long), and a light warhorse.

Horsemen of the Upper Middle Class begin with 20-80 gp, chain mail, sword (broad or long), lance, and light warhorse.

Cavaliers of the Lower Upper Class begin with 70-180 gp (1d12 + 6), shield, plate mail, dagger, sword (long or broad), lance, and medium warhorse.

Cavaliers of the Middle Upper Class begin with 70-180 gp, shield, field plate armor, dagger, sword (long or broad), lance, and heavy warhorse.

Cavaliers of the Upper Upper Class begin with 130-180 gp (1d6 + 12), shield, full plate armor, dagger, sword (long or broad), mace, lance, and heavy warhorse with leather barding.

Horses are assumed to be complete with tack, harness, saddle and saddlebags appropriate to the station of the cavalier. Note again that cavaliers of less than Upper Class must begin as 0-level Horsemen, and must be taken in by a good family and esquired.

CHARACTER AGE

At the onset of each and every character's creation it is necessary that you establish his or her age. For player characters and henchmen you must use the appropriate table. You may do the same for other characters, or you may assign age as you see fit in light of the milieu you have developed. There are two tables, one for non-human (the demi-humans, part humans, and the like) and one for humans.

Non-Human Characters Table:

Race	Cleric	Fighter	Magic-User	Thief
dwarf	250 + 2d20	40 + 5d4	—	75 + 3d6
elf	500 + 10d10	130 + 5d6	150 + 5d6	100 + 6d6
gnome	300 + 3d12	60 + 5d4	100 + 2d12	80 + 5d4
half-elf	40 + 2d4	22 + 3d4	30 + 2d8	22 + 3d8
halfling	—	20 + 3d4	—	40 + 2d4
half-orc	20 + 1d4	13 + 1d4	—	20 + 2d4

For multi-classed characters use the column which develops the highest age and use the greatest possible addition to the base age, i.e., do NOT generate the age variable by random die roll, but assign the maximum.

Humans Table:

Class	Age Plus Variable	Class	Age Plus Variable
cleric	18 + 1d4	magic-user	24 + 2d8
druid	18 + 1d4	illusionist	30 + 1d6
fighter	15 + 1d4	thief	18 + 1d4
paladin	17 + 1d4	assassin	20 + 1d4
ranger	20 + 1d4	monk	21 + 1d4

Bards begin at the age of the class in which they first begin

A barbarian player character will be 15-19 (14 + 1d4) years old at the start of his or her career. The starting age for a cavalier player character is the same as for a cleric of that race — 500 + 10d10 for an elf, 40 + 2d4 for a half-elf, and 18 + 1d4 for a human.

ADVANCED DUNGEONS & DRAGONS

CLERICS

Number	1st Level	2nd Level	3rd Level
1	Bless	Aid	Animate Dead
2	Ceremony	Augury	Cloudburst
3	Combine	Chant	Continual Light
4	Command	Detect Charm	Create Food & Water
5	Create Water	Detect Life	Cure Blindness
6	Cure Light Wounds	Dust Devil	Cure Disease
7	Detect Evil	Enthrall	Death's Door
8	Detect Magic	Find Traps	Dispel Magic
9	Endure Cold/Heat	Hold Person	Feign Death
10	Invisibility to Undead	Holy Symbol	Flame Walk
11	Light	Know Alignment	Glyph of Warding
12	Magic Stone	Messenger	Locate Object
13	Penetrate Disguise	Resist Fire	Magical Vestment
14	Portent	Silence 15' Radius	Meld Into Stone
15	Precipitation	Slow Poison	Negative Plane Protection
16	Protection From Evil	Snake Charm	Prayer
17	Purify Food & Drink	Speak With Animals	Remove Curse
18	Remove Fear	Spiritual Hammer	Remove Paralysis
19	Resist Cold	Withdraw	Speak With Dead
20	Sanctuary	Wyvern Watch	Water Walk

Number	4th Level	5th Level	6th Level	7th Level
1	Abjure	Air Walk	Aerial Servant	Astral Spell
2	Cloak of Fear	Animate Dead Monsters	Animate Object	Control Weather
3	Cure Serious Wounds	Atonement	Blade Barrier	Earthquake
4	Detect Lie	Commune	Conjure Animals	Exaction
5	Divination	Cure Critical Wounds	Find The Path	Gate
6	Exorcise	Dispel Evil	Forbiddance	Holy (Unholy) Word
7	Giant Insect	Flame Strike	Heal	Regenerate
8	Imbue With Spell Ability	Golem	Heroes' Feast	Restoration
9	Lower Water	Insect Plague	Part Water	Resurrection
10	Neutralize Poison	Magic Font	Speak With Monsters	Succor
11	Protection From Evil 10' Radius	Plane Shift	Stone Tell	Symbol
12	Speak With Plants	Quest	Word of Recall	Wind Walk
13	Spell Immunity	Rainbow		
14	Spike Growth	Raise Dead		
15	Sticks to Snakes	Spike Stones		
16	Tongues	True Seeing		

EXCEPTIONAL ABILITY SCORE REFERENCE FOR SPELLS

INTELLIGENCE: The following table applies to intelligence scores over 18.

Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Spell Immunities
19	95%	10	first level illusion/phantasm spells
20	96%	11	second level illusion/phantasm spells
21	97%	12	third level illusion/phantasm spells
22	98%	13	fourth level illusion/phantasm spells
23	99%	14	fifth level illusion/phantasm spells
24	100%	15	sixth level illusion/phantasm spells
25	100%	16	seventh level illusion/phantasm spells

Beings of very high intelligence will not be fooled by illusion/phantasm spells; they will note some inconsistency or inexactness which will prevent their belief in the illusion. A being with a 19 intelligence will never believe a 1st level illusion/phantasm spell, even if cast by a high-level spellcaster, and will thus avoid all effects. Beings with greater intelligence can also ignore higher level illusions, as indicated. All effects noted are cumulative (e.g. a 20 intelligence gives immunity to first and second level illusions).

WISDOM:

Score	Spell Bonus	Spell Immunities
19	One 4th & one 1st	Cause fear, charm person, command, friends, hypnotism
20	One 4th & one 2nd	Forget, hold person, ray of enfeeblement, scare
21	One 5th & one 3rd	Beguiling, domination, fear
22	One 5th & one 4th	Charm monster, confusion, emotion, fumble, suggestion, telepathic projection
23	Two 5th levels	Chaos, feeblemind, hold monster, magic jar, mass domination, quest
24	Two 6th levels	Geas, mass suggestion, rulership
25	One 6th & one 7th	Antipathy/sympathy, finger of death, mass charm, Otto's irresistable dance

Beings of very high wisdom are immune to the effects of certain charm-type spells, psionic abilities and spell-like effects. These immunities are cumulative with higher wisdom. Beings with high wisdom are simply able to automatically throw off the effects of these spells.

DRUIDS (Clerics)

Number	1st Level	2nd Level	3rd Level
1	Animal Friendship	Barkskin	Call Lightning
2	Ceremony	Charm Person Or Mammal	Cloudburst
3	Detect Balance	Create Water	Cure Disease
4	Detect Magic	Cure Light Wounds	Hold Animal
5	Detect Poison	Feign Death	Know Alignment
6	Detect Snares & Pits	Fire Trap	Neutralize Poison
7	Entangle	Flame Blade	Plant Growth
8	Faerie Fire	Goodberry	Protection From Fire
9	Invisibility To Animals	Heat Metal	Pyrotechnics
10	Locate Animals	Locate Plants	Snare
11	Pass Without Trace	Obscurement	Spike Growth
12	Precipitation	Produce Flame	Starshine
13	Predict Weather	Reflecting Pool	Stone Shape
14	Purify Water	Slow Poison	Summon Insects
15	Shillelagh	Trip	Tree
16	Speak With Animals	Warp Wood	Water Breathing

Number	4th Level	5th Level	6th Level	7th Level
1	Animal Summoning I	Animal Growth	Animal Summoning III	Animate Rock
2	Call Woodland Beings	Animal Summoning II	Anti-Animal Shell	Changestaff
3	Control Temperature	Anti-Plant Shell 10' Radius	Conjure Fire Elemental	Chariot of Sustarre
4	Cure Serious Wounds	Commune With Nature	Cure Critical Wounds	Confusion
5	Dispel Magic	Control Winds	Feeblemind	Conjure Earth Elemental
6	Hallucinatory Forest	Insect Plague	Fire Seeds	Control Weather
7	Hold Plant	Moonbeam	Liveoak	Creeping Doom
8	Plant Door	Pass Plant	Transmute Water To Dust	Finger Of Death
9	Produce Fire	Spike Stones	Transport Via Plants	Fire Storm
10	Protection From Lightning	Sticks To Snakes	Turn Wood	Reincarnate
11	Repel Insects	Transmute Rock To Mud	Wall Of Thorns	Sunray
12	Speak With Plants	Wall Of Fire	Weather Summoning	Transmute Metal To Wood

SPELLS USABLE BY CLASS AND LEVEL — CLERICS

Cleric Level	Spell Level 1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1*	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1**
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

SPELLS USABLE BY CLASS AND LEVEL — DRUIDS (CLERICS)

Druidic Level	Spell Level 1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1	-
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3

WISDOM TABLE II.: ADJUSTMENTS FOR CLERICS AND DRUIDS

Ability Score	Spell Bonus	Chance of Spell Failure
9	none	20%
10	none	15%
11	none	10%
12	none	05%
13	One 1st level	0%
14	One 1st level	0%
15	One 2nd level	0%
16	One 2nd level	0%
17	One 3rd level*	0%
18	One 4th level**	0%

*Usable only by clerics of 17 or greater wisdom
**Usable only by clerics of 18 or greater wisdom

*Minimum wisdom for use of 6th level spells
**Minimum wisdom for use of 7th level spells

MAGIC-USERS, Spells

Number	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Affect Normal Fires	Audible Glamer	Blink	Charm Monster	Airy Water
2	Alarm	Bind	Clairaudience	Confusion	Animal Growth
3	Armor	Continual Light	Clairvoyance	Dig	Animate Dead
4	Burning Hands	Darkness 15' Radius	Cloudburst	Dimension Door	Avoidance
5	Charm Person	Deeppockets	Detect Illusion	Dispel Illusion	Bigby's Interposing Hand
6	Comprehend Languages	Detect Evil	Dispel Magic	Enchanted Weapon	Cloudkill
7	Dancing Lights	Detect Invisibility	Explosive Runes	Evard's Black Tentacles	Conjure Elemental
8	Detect Magic	ESP	Feign Death	Extension I	Cone of Cold
9	Enlarge	Flaming Sphere	Fireball	Fear	Contact Other Plane
10	Erase	Fools Gold	Flame Arrow	Fire Charm	Dismissal
11	Feather Fall	Forget	Fly	Fire Shield	Distance Distortion
12	Find Familiar	Invisibility	Gust of Wind	Fire Trap	Dolor
13	Firewater	Irritation	Haste	Fumble	Extension II
14	Friends	Knock	Hold Person	Hallucinatory Terrain	Fabricate
15	Grease	Know Alignment	Infravision	Ice Storm	Feeblemind
16	Hold Portal	Leomund's Trap	Invisibility 10' Radius	Leomund's Secure Shelter	Hold Monster
17	Identify	Levitate	Item	Magic Mirror	Leomund's Lamentable Belabourment
18	Jump	Locate Object	Leomund's Tiny Hut	Massmorph	Leomund's Secret Chest
19	Light	Magic Mouth	Lightning Bolt	Minor Globe of Invulnerability	Magic Jar
20	Magic Missile	Melf's Acid Arrow	Material	Massmorph	Monster Summoning III
21	Melt	Mirror Image	Melf's Minute Meteor	Monster Summoning II	Mordenkainen's Faithful Hound
22	Mending	Preserve	Monster Summoning I	Otiluke's Resilient Sphere	Passwall
23	Message	Protection From Cantrips	Phantasmal Force		Sending
24	Mount	Pyrotechnics	Protection From Evil 10' Radius	Plant Growth	Stone Shape
25	Nystul's Magic Aura	Ray of Enfeeblement	Protection From Normal Missiles	Polymorph Other	Telekinesis
26	Precipitation	Rope Trick	Secret Page	Polymorph Self	Teleport
27	Protection From Evil	Scare	Sepia Snake Sigil	Rary's Mnemonic Enhancer	Transmute Rock To Mud
28	Push	Shatter	Slow	Remove Curse	Wall of Force
29	Read Magic	Stinking Cloud	Suggestion	Shout	Wall of Iron
30	Run	Strength	Tongues	Stoneskin	Wall of Stone
31	Shield	Tasha's Uncontrollable Hideous Laughter	Water Breathing	Ultravision	
32	Shocking Grasp	Vocalize	Wind Wall	Wall of Fire	
33	Sleep	Web		Wall of Ice	
34	Spider Climb	Whip		Wizard Eye	
35	Taunt	Wizard Lock			
36	Tenser's Floating Disc	Zephyr			
37	Unseen Servant				
38	Ventriloquism				
39					
40					

Number	6th Level	7th Level	8th Level	9th Level
1	Anti-Magic Shell	Banishment	Antipathy/Sympathy	Astral Spell
2	Bigby's Forceful Hand	Bigby's Grasping Hand	Bigby's Clenched Fist	Bigby's Crushing Hand
3	Chain Lightning	Cacodemon	Binding	Crystalbrittle
4	Contingency	Charm Plants	Clone	Energy Drain
5	Control Weather	Delayed Blast Fireball	Demand	Gate
6	Death Spell	Drawmij's Instant Summons	Glassteel	Imprisonment
7	Disintegrate	Duo-Dimension	Incendiary Cloud	Meteor Swarm
8	Enchant An Item	Forcecage	Mass Charm	Monster Summoning VII
9	Ensnarement	Limited Wish	Maze	Mordenkainen's Disjunction
10	Extension III	Mass Invisibility	Mind Blank	Power Word, Kill
11	Eyebite	Monster Summoning V	Monster Summoning VI	Prismatic Sphere
12	Geas	Mordenkainen's Magnificent Mansion	Otiluke's Telekinetic Sphere	Shape Change
13	Glasses	Mordenkainen's Sword	Otto's Irresistible Dance	Succor
14	Globe of Invulnerability	Phase Door	Permanency	Temporal Stasis
15	Guards and Wards	Power Word, Stun	Polymorph Any Object	Time Stop
16	Invisible Stalker	Reverse Gravity	Power Word, Blind	Wish
17	Legend Lore	Sequester	Serten's Spell Immunity	
18	Lower Water	Simulacrum	Sink	
19	Monster Summoning IV	Statue	Symbol	
20	Mordenkainen's Lucubration	Teleport Without Error	Trap The Soul	
21	Move Earth	Torment		
22	Otiluke's Freezing Sphere	Truename		
23	Part Water	Vanish		
24	Project Image	Volley		
25				
26	Repulsion			
27	Spiritwrack			
28	Stone To Flesh			
29	Tenser's Transformation			
30	Transmute Water To Dust			

ADVANCED DUNGEONS & DRAGONS

PLAYERS
SPELL TABLES
REFERENCE
SHEETS

INTELLIGENCE TABLE II.: ABILITY FOR MAGIC-USERS AND ILLUSIONISTS

Ability Score	Chance to Know Each Listed Spell	Minimum Number of Spells/Level	Maximum Number of Spells/Level
9	35%	4	6
10-12	45%	5	7
13-14	55%	6	9
15-16	65%	7	11
17	75%	8	14
18	85%	9	18
19 or more	95%	10	All

Notes Regarding Intelligence Table II:

Each and every magic-user character must employ the Table in order to determine which and how many of each group of spells (by level) he or she can learn. At first, only the 1st level group of spells are checked. Successive level groups are checked only when the character reaches a level at which the appropriate group of spells is usable by him or her.

SPELLS USABLE BY CLASS AND LEVEL — MAGIC-USERS

Magic-Users Level	Magic-Users Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	-	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6

MAGIC-USERS, Cantrips

Number	Useful	Reversed	Legerdemain	Person-Affecting	Personal	Haunting
1	Chill	Curdle	Change	Belch	Bee	Creak
2	Clean	Dirty	Distract	Blink	Bluelight	Footfall
3	Color	Dusty	Hide	Cough	Bug	Groan
4	Dampen	Hairy	Mute	Giggle	Firefinger	Moan
5	Dry	Knot	Palm	Nod	Gnats	Rattle
6	Dust	Ravel	Present	Scratch	Mouse	Tap
7	Exterminate	Sour		Sneeze	Smokepuff	Thump
8	Flavor	Spill		Twitch	Spider	Whistle
9	Freshen	Tangle		Wink	Tweak	
10	Gather	Tarnish		Yawn	Unlock	
11	Polish	Untie				
12	Salt	Wilt				
13	Shine					
14	Spice					
15	Sprout					
16	Stitch					
17	Sweeten					
18	Tie					
19	Warm					
20	Wrap					

SPELLS USABLE BY CLASS AND LEVEL — ILLUSIONISTS (MAGIC-USERS)

Illusionists Level	Illusionist Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	3	1	-	-	-	-
7	4	3	2	-	-	-	-
8	4	3	2	1	-	-	-
9	4	3	3	2	-	-	-
10	5	4	3	2	1	-	-
11	5	4	3	3	2	-	-
12	5	5	4	3	2	1	-
13	5	5	4	3	3	2	-
14	5	5	4	3	3	2	1
15	5	5	4	4	3	2	2
16	5	5	5	4	3	2	2
17	5	5	5	4	3	3	2
18	5	5	5	5	3	3	2
19	5	5	5	5	4	3	3
20	5	5	5	5	4	3	3
21	5	5	5	5	5	4	3
22	5	5	5	5	5	5	4
23	5	5	5	5	5	6	5
24	6	6	6	6	6	5	5
25	6	6	6	6	6	6	6
26	7	7	7	7	6	6	6

ILLUSIONISTS (Magic-Users)

Number	Minor Illusion Cantrips	1st Level	2nd Level	3rd Level
1	Colored Lights	Audible Glamer	Alter Self	Continual Darkness
2	Dim	Change Self	Blindness	Continual Light
3	Haze	Chromatic Orb	Blur	Delude
4	Mask	Color Spray	Deafness	Dispel Illusion
5	Mirage	Dancing Lights	Detect Magic	Fear
6	Noise	Darkness	Fascinate	Hallucinatory Terrain
7	Rainbow	Detect Illusion	Fog Cloud	Illusionary Script
8	Two-D'lusion	Detect Invisibility	Hypnotic Pattern	Invisibility 10' Radius
9		Gaze Reflection	Improved Phantasmal Force	Non-detection
10		Hypnotism	Invisibility	Paralyzation
11		Light	Magic Mouth	Phantom Steed
12		Phantasmal Force	Mirror Image	Phantom Wind
13		Phantom Armor	Misdirection	Rope Trick
14		Read Illusionist Magic	Ultravision	Spectral Force
15		Spook	Ventriloquism	Suggestion
16		Wall of Fog	Whispering Wind	Wraithform

Number	4th Level	5th Level	6th Level	7th Level
1	Confusion	Advanced Illusion	Conjure Animals	Alter Reality
2	Dispel Exhaustion	Chaos	Death Fog	Astral Spell
3	Dispel Magic	Demi-Shadow Monsters	Demi-Shadow Magic	Prismatic Spray
4	Emotion	Dream	Mass Suggestion	Prismatic Wall
5	Improved Invisibility	Magic Mirror	Mirage Arcane	Shadow Walk
6	Massmorph	Major Creation	Mislead	Vision
7	Minor Creation	Maze	Permanent Illusion	Weird
8	Phantasmal Killer	Projected Image	Phantasmagoria	First Level Magic-User Spells
9	Rainbow Pattern	Shadow Door	Programmed Illusion	
10	Shadow Monsters	Shadow Magic	Shades	
11	Solid Fog	Summon Shadow	True Sight	
12	Vacancy	Tempus Fugit	Veil	

Should you choose to print and bind your own copy(ies) for personal use, these spine labels and suggestions are here presented.

Binding: It is recommended to apply the spine label first and then the front and back covers over that. There will never be a perfect fit, but it'll be close enough for pdf-grade purposes.

ADVANCED D & D
LIBRAM OF GAMEFUL CONJURATIONS
By Gary Gygax 2301

ADVANCED D & D
LIBRAM OF GAMEFUL CONJURATIONS
By Gary Gygax 2301

ADVANCED D & D
LIBRAM OF GAMEFUL CONJURATIONS
By Gary Gygax 2301
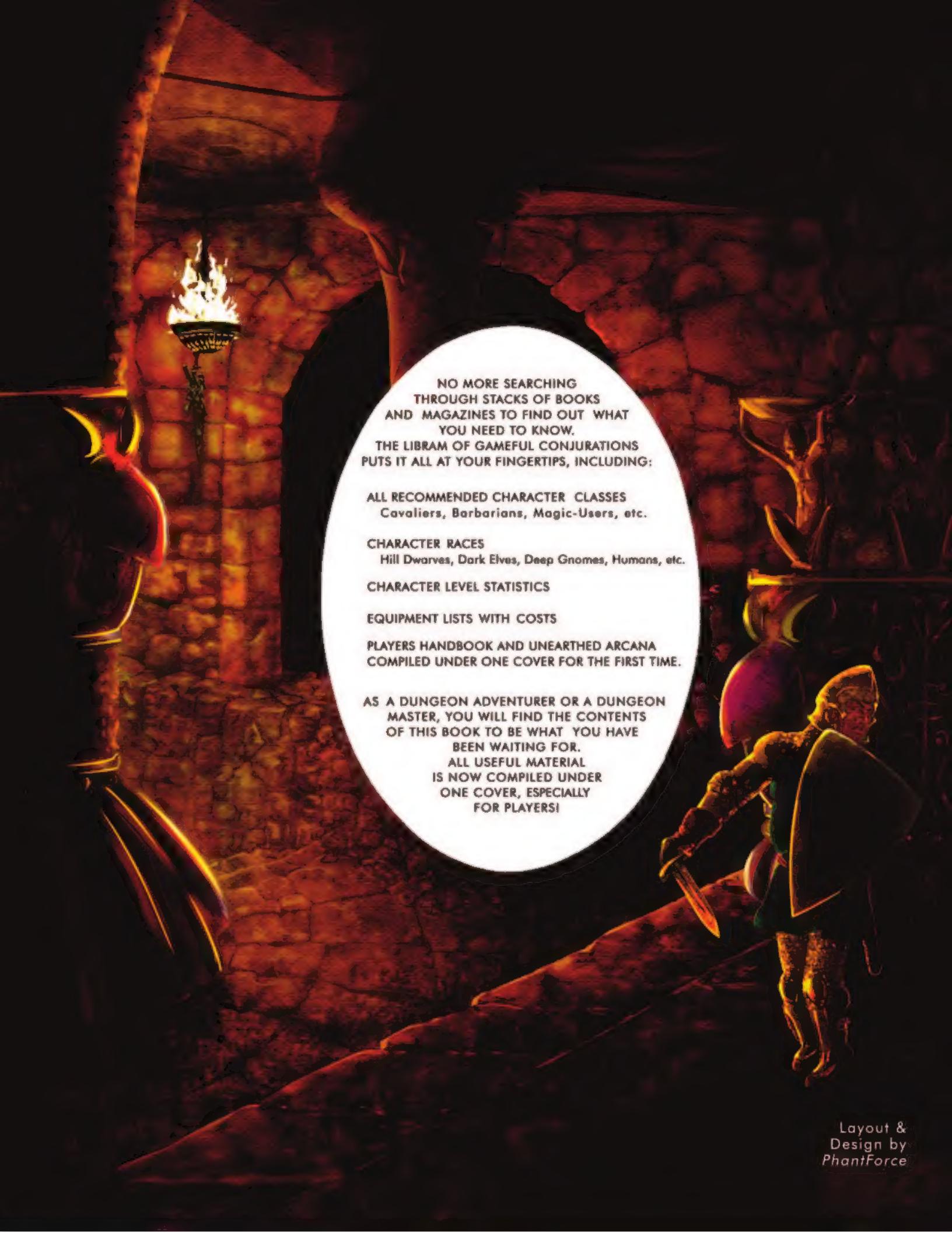
NO MORE SEARCHING
THROUGH STACKS OF BOOKS
AND MAGAZINES TO FIND OUT WHAT
YOU NEED TO KNOW.
THE LIBRAM OF GAMEFUL CONJURATIONS
PUTS IT ALL AT YOUR FINGERTIPS, INCLUDING:

ALL RECOMMENDED CHARACTER CLASSES
    Cavaliers, Barbarians, Magic-Users, etc.

CHARACTER RACES
    Hill Dwarves, Dark Elves, Deep Gnomes, Humans, etc.

CHARACTER LEVEL STATISTICS

EQUIPMENT LISTS WITH COSTS

PLAYERS HANDBOOK AND UNEARTHED ARCANA
COMPILED UNDER ONE COVER FOR THE FIRST TIME.

AS A DUNGEON ADVENTURER OR A DUNGEON
MASTER, YOU WILL FIND THE CONTENTS
OF THIS BOOK TO BE WHAT YOU HAVE
BEEN WAITING FOR.
ALL USEFUL MATERIAL
IS NOW COMPILED UNDER
ONE COVER, ESPECIALLY
FOR PLAYERS!

2301

LIBRAM OF
GAMEFUL CONJURATIONS

COMPILED INFORMATION FOR PLAYERS AND DUNGEON MASTERS

By
Gary Gygax